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Unique solved — diss quack

Links: [problem \(problemset\)](#), [Tutorial](#), [submission \(first AC\)](#).

Sort: [Problem rating](#) · [easier first](#)

Filters: [none](#)

Count: 535

1.

2217A

[The Equalizer](#) · [Tutorial](#)

Quality: 21,837 global accepts · Rating: 800 · first AC: 2026-04-07 · C++20 (GCC 13-64) (first AC) · Tags: math

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2.

2211A

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Quality: 16,098 global accepts · Rating: 800 · first AC: 2026-03-28 · C++20 (GCC 13-64) (first AC) · Tags: implementation, math

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3.

2178A

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Quality: 25,744 global accepts · Rating: 800 · first AC: 2025-12-27 · PyPy 3-64 (first AC) · Tags: greedy, strings

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4.

2179B

[Blackslex and Showering](#) · [Tutorial](#)

Quality: 28,345 global accepts · Rating: 800 · first AC: 2025-12-23 · PyPy 3-64 (first AC) · Tags: dp, greedy, implementation

[diss quack's solution](#)

5.

2179A

[Blackslex and Password](#) · [Tutorial](#)

Quality: 34,432 global accepts · Rating: 800 · first AC: 2025-12-23 · PyPy 3-64 (first AC) · Tags: math, strings

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6.

2180B

[Ashmal](#) · [Tutorial](#)

Quality: 24,580 global accepts · Rating: 800 · first AC: 2025-12-19 · PyPy 3-64 (first AC) · Tags: greedy, strings

[diss quack's solution](#)

7.

2180A

[Carnival Wheel](#) · [Tutorial](#)

Quality: 25,876 global accepts · Rating: 800 · first AC: 2025-12-19 · PyPy 3-64 (first AC) · Tags: brute force, number theory

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8.

2164A

[Sequence Game](#) · [Tutorial](#)

Quality: 20,840 global accepts · Rating: 800 · first AC: 2025-11-07 · PyPy 3-64 (first AC) · Tags: brute force, sortings

[diss quack's solution](#)

9.

2153B

[Bitwise Reversion](#) · [Tutorial](#)

Quality: 22,592 global accepts · Rating: 800 · first AC: 2025-10-10 · PyPy 3-64 (first AC) · Tags: bitmasks, greedy

[diss quack's solution](#)

10.

2153A

[Circle of Apple Trees](#) · [Tutorial](#)

Quality: 26,371 global accepts · Rating: 800 · first AC: 2025-10-10 · PyPy 3-64 (first AC) · Tags: greedy, sortings

[diss_quack's solution](#)

11.

2145A

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Quality: 30,768 global accepts · Rating: 800 · first AC: 2025-10-06 · PyPy 3-64 (first AC) · Tags: math

[diss_quack's solution](#)

12.

2152A

[Increase or Smash](#) · [Tutorial](#)

Quality: 22,320 global accepts · Rating: 800 · first AC: 2025-10-03 · PyPy 3-64 (first AC) · Tags: greedy, implementation

[diss_quack's solution](#)

13.

2146A

[Equal Occurrences](#) · [Tutorial](#)

Quality: 21,841 global accepts · Rating: 800 · first AC: 2025-09-21 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, implementation

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14.

2147A

[Shortest Increasing Path](#) · [Tutorial](#)

Quality: 18,639 global accepts · Rating: 800 · first AC: 2025-09-20 · PyPy 3-64 (first AC) · Tags: constructive algorithms, greedy

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15.

2143A

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[diss_quack's solution](#)

16.

2144A

[Cut the Array](#) · [Tutorial](#)

Quality: 21,683 global accepts · Rating: 800 · first AC: 2025-09-15 · PyPy 3-64 (first AC) · Tags: brute force, constructive algorithms, math, number theory

[diss_quack's solution](#)

17.

2140A

[Shift Sort](#) · [Tutorial](#)

Quality: 22,264 global accepts · Rating: 800 · first AC: 2025-09-09 · PyPy 3-64 (first AC) · Tags: greedy, sortings

[diss_quack's solution](#)

18.

2120A

[Square of Rectangles](#) · [Tutorial](#)

Quality: 20,331 global accepts · Rating: 800 · first AC: 2025-06-22 · PyPy 3-64 (first AC) · Tags: geometry, math

[diss_quack's solution](#)

19.

2104A

[Three Decks](#) · [Tutorial](#)

Quality: 26,307 global accepts · Rating: 800 · first AC: 2025-04-28 · PyPy 3-64 (first AC) · Tags: math

[diss_quack's solution](#)

20.

2070A

[FizzBuzz Remixed](#) · [Tutorial](#)

Quality: 26,493 global accepts · Rating: 800 · first AC: 2025-02-27 · PyPy 3-64 (first AC) · Tags: brute force, math

[diss_quack's solution](#)

21.

2031A

[Penchick and Modern Monument](#) · [Tutorial](#)

Quality: 20,949 global accepts · Rating: 800 · first AC: 2024-11-15 · PyPy 3-64 (first AC) · Tags: constructive algorithms, dp, greedy, math
[diss_quack's solution](#)

22.

2021A

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[diss_quack's solution](#)

23.

1998A

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Quality: 26,136 global accepts · Rating: 800 · first AC: 2024-08-10 · PyPy 3-64 (first AC) · Tags: constructive algorithms, implementation, math
[diss_quack's solution](#)

24.

1993A

[Question Marks](#) · [Tutorial](#)

Quality: 33,173 global accepts · Rating: 800 · first AC: 2024-08-04 · PyPy 3-64 (first AC) · Tags: greedy, implementation
[diss_quack's solution](#)

25.

1984A

[Strange Splitting](#) · [Tutorial](#)

Quality: 22,866 global accepts · Rating: 800 · first AC: 2024-08-04 · PyPy 3-64 (first AC) · Tags: constructive algorithms
[diss_quack's solution](#)

26.

1997A

[Strong Password](#) · [Tutorial](#)

Quality: 33,434 global accepts · Rating: 800 · first AC: 2024-07-30 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation, strings
[diss_quack's solution](#)

27.

1991A

[Maximize the Last Element](#) · [Tutorial](#)

Quality: 24,426 global accepts · Rating: 800 · first AC: 2024-07-29 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation
[diss_quack's solution](#)

28.

1995A

[Diagonals](#) · [Tutorial](#)

Quality: 26,426 global accepts · Rating: 800 · first AC: 2024-07-26 · PyPy 3-64 (first AC) · Tags: brute force, greedy, implementation, math
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29.

1968B

[Prefiquence](#) · [Tutorial](#)

Quality: 31,441 global accepts · Rating: 800 · first AC: 2024-05-05 · PyPy 3-64 (first AC) · Tags: greedy, two pointers
[diss_quack's solution](#)

30.

1968A

[Maximize?](#) · [Tutorial](#)

Quality: 39,458 global accepts · Rating: 800 · first AC: 2024-05-05 · C++17 (GCC 7-32) (first AC) · Tags: brute force, math, number theory
[diss_quack's solution](#)

31.

1966A

[Card Exchange](#) · [Tutorial](#)

Quality: 19,570 global accepts · Rating: 800 · first AC: 2024-04-27 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, games, greedy
[diss_quack's solution](#)

32.

1956B

[Nene and the Card Game](#) · [Tutorial](#)

Quality: 22,932 global accepts · Rating: 800 · first AC: 2024-04-13 · PyPy 3-64 (first AC) · Tags: games, greedy

[diss_quack's solution](#)

33.

1956A

[Nene's Game](#) · [Tutorial](#)

Quality: 24,195 global accepts · Rating: 800 · first AC: 2024-04-13 · PyPy 3-64 (first AC) · Tags: binary search, brute force, data structures, games, greedy

[diss_quack's solution](#)

34.

1946A

[Median of an Array](#) · [Tutorial](#)

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[diss_quack's solution](#)

35.

1937A

[Shuffle Party](#) · [Tutorial](#)

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36.

1929B

[Sasha and the Drawing](#) · [Tutorial](#)

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37.

1929A

[Sasha and the Beautiful Array](#) · [Tutorial](#)

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[diss_quack's solution](#)

38.

1894A

[Secret Sport](#) · [Tutorial](#)

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[diss_quack's solution](#)

39.

1895B

[Points and Minimum Distance](#) · [Tutorial](#)

Quality: 21,589 global accepts · Rating: 800 · first AC: 2023-11-03 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math, sortings

[diss_quack's solution](#)

40.

1895A

[Treasure Chest](#) · [Tutorial](#)

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[diss_quack's solution](#)

41.

1822B

[Karina and Array](#) · [Tutorial](#)

Quality: 26,607 global accepts · Rating: 800 · first AC: 2023-04-25 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math, sortings

[diss_quack's solution](#)

42.

1822A

[TubeTube Feed](#) · [Tutorial](#)

Quality: 26,024 global accepts · Rating: 800 · first AC: 2023-04-25 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation

[diss_quack's solution](#)

43.

1820A

[Yura's New Name](#) · [Tutorial](#)

Quality: 17,632 global accepts · Rating: 800 · first AC: 2023-04-16 · C++17 (GCC 7-32) (first AC) · Tags: implementation, strings

[diss_quack's solution](#)

44.

1814A

[Coins](#) · [Tutorial](#)

Quality: 51,475 global accepts · Rating: 800 · first AC: 2023-04-06 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math

[diss_quack's solution](#)

45.

1811A

[Insert Digit](#) · [Tutorial](#)

Quality: 34,627 global accepts · Rating: 800 · first AC: 2023-04-04 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math, strings

[diss_quack's solution](#)

46.

1794A

[Prefix and Suffix Array](#) · [Tutorial](#)

Quality: 18,825 global accepts · Rating: 800 · first AC: 2023-03-04 · C++17 (GCC 7-32) (first AC) · Tags: strings

[diss_quack's solution](#)

47.

2178B

[Impost or Sus](#) · [Tutorial](#)

Quality: 21,589 global accepts · Rating: 900 · first AC: 2025-12-27 · PyPy 3-64 (first AC) · Tags: dp, greedy, implementation, strings

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48.

2140B

[Another Divisibility Problem](#) · [Tutorial](#)

Quality: 22,141 global accepts · Rating: 900 · first AC: 2025-09-09 · PyPy 3-64 (first AC) · Tags: constructive algorithms, math, number theory

[diss_quack's solution](#)

49.

2031B

[Penchick and Satay Sticks](#) · [Tutorial](#)

Quality: 20,787 global accepts · Rating: 900 · first AC: 2024-11-15 · last AC: 2024-11-15 · PyPy 3-64 (first AC) · Tags: brute force, greedy, sortings

[diss_quack's solution](#)

50.

2005A

[Simple Palindrome](#) · [Tutorial](#)

Quality: 26,248 global accepts · Rating: 900 · first AC: 2024-09-14 · PyPy 3-64 (first AC) · Tags: combinatorics, constructive algorithms, greedy, math

[diss_quack's solution](#)

51.

1988B

[Make Majority](#) · [Tutorial](#)

Quality: 26,453 global accepts · Rating: 900 · first AC: 2024-07-15 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation

[diss_quack's solution](#)

52.

1988A

[Split the Multiset](#) · [Tutorial](#)

Quality: 26,997 global accepts · Rating: 900 · first AC: 2024-07-15 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, implementation, math

[diss_quack's solution](#)

53.

1954A

[Painting the Ribbon](#) · [Tutorial](#)

Quality: 27,630 global accepts · Rating: 900 · first AC: 2024-04-12 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, math

[diss_quack's solution](#)

54.

1875A

[Jellyfish and Undertale](#) · [Tutorial](#)

Quality: 47,028 global accepts · Rating: 900 · first AC: 2023-10-03 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy
[diss_quack's solution](#)

55.

1794B

[Not Dividing](#) · [Tutorial](#)

Quality: 39,892 global accepts · Rating: 900 · first AC: 2023-03-04 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, math
[diss_quack's solution](#)

56.

2217B

[Flip the Bit \(Easy Version\)](#) · [Tutorial](#)

Quality: 16,087 global accepts · Rating: 1000 · first AC: 2026-04-07 · C++20 (GCC 13-64) (first AC) · Tags: greedy, implementation
[diss_quack's solution](#)

57.

2164B

[Even Modulo Pair](#) · [Tutorial](#)

Quality: 18,267 global accepts · Rating: 1000 · first AC: 2025-11-07 · last AC: 2025-11-07 · PyPy 3-64 (first AC) · Tags: brute force, math, number theory
[diss_quack's solution](#)

58.

2145B

[Deck of Cards](#) · [Tutorial](#)

Quality: 21,555 global accepts · Rating: 1000 · first AC: 2025-10-06 · PyPy 3-64 (first AC) · Tags: greedy, implementation
[diss_quack's solution](#)

59.

2147B

[Multiple Construction](#) · [Tutorial](#)

Quality: 16,977 global accepts · Rating: 1000 · first AC: 2025-09-20 · PyPy 3-64 (first AC) · Tags: constructive algorithms
[diss_quack's solution](#)

60.

2143B

[Discounts](#) · [Tutorial](#)

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[diss_quack's solution](#)

61.

2144B

[Maximum Cost Permutation](#) · [Tutorial](#)

Quality: 18,474 global accepts · Rating: 1000 · first AC: 2025-09-15 · PyPy 3-64 (first AC) · Tags: constructive algorithms, greedy
[diss_quack's solution](#)

62.

2120B

[Square Pool](#) · [Tutorial](#)

Quality: 17,743 global accepts · Rating: 1000 · first AC: 2025-06-22 · PyPy 3-64 (first AC) · Tags: geometry
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63.

2104B

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Quality: 20,759 global accepts · Rating: 1000 · first AC: 2025-04-28 · PyPy 3-64 (first AC) · Tags: brute force, data structures, dp, greedy, implementation
[diss_quack's solution](#)

64.

2005B1

[The Strict Teacher \(Easy Version\)](#) · [Tutorial](#)

Quality: 24,751 global accepts · Rating: 1000 · first AC: 2024-09-14 · PyPy 3-64 (first AC) · Tags: greedy, math, sortings

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65.

1998B

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Quality: 28,162 global accepts · Rating: 1000 · first AC: 2024-08-10 · PyPy 3-64 (first AC) · Tags: constructive algorithms, math, number theory

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66.

1968C

[Assembly via Remainders](#) · [Tutorial](#)

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[diss_quack's solution](#)

67.

1894B

[Two Out of Three](#) · [Tutorial](#)

Quality: 18,108 global accepts · Rating: 1000 · first AC: 2023-11-08 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms

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68.

1877B

[Helmets in Night Light](#) · [Tutorial](#)

Rating: 1000 · first AC: 2023-10-09 · C++17 (GCC 7-32) (first AC) · Tags: binary search, greedy, sortings

[diss_quack's solution](#)

69.

1811B

[Conveyor Belts](#) · [Tutorial](#)

Quality: 22,332 global accepts · Rating: 1000 · first AC: 2023-04-04 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math

[diss_quack's solution](#)

70.

2211B

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Quality: 11,650 global accepts · Rating: 1100 · first AC: 2026-03-28 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, dp, greedy, math

[diss_quack's solution](#)

71.

2179C

[Blackslex and Number Theory](#) · [Tutorial](#)

Quality: 22,307 global accepts · Rating: 1100 · first AC: 2025-12-23 · PyPy 3-64 (first AC) · Tags: implementation, math, number theory, sortings

[diss_quack's solution](#)

72.

2146B

[Merging the Sets](#) · [Tutorial](#)

Quality: 15,925 global accepts · Rating: 1100 · first AC: 2025-09-21 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation

[diss_quack's solution](#)

73.

2138A

[Cake Assignment](#) · [Tutorial](#)

Quality: 17,002 global accepts · Rating: 1100 · first AC: 2025-09-08 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms, greedy

[diss_quack's solution](#)

74.

2104C

[Card Game](#) · [Tutorial](#)

Quality: 17,389 global accepts · Rating: 1100 · first AC: 2025-04-28 · PyPy 3-64 (first AC) · Tags: brute force, constructive algorithms, games, greedy, math

[diss_quack's solution](#)

75.

2070B

[Robot Program](#) · [Tutorial](#)

Quality: 19,691 global accepts · Rating: 1100 · first AC: 2025-02-27 · PyPy 3-64 (first AC) · Tags: brute force, implementation, math
[diss_quack's solution](#)

76.

1993B

[Parity and Sum](#) · [Tutorial](#)

Quality: 26,449 global accepts · Rating: 1100 · first AC: 2024-08-04 · PyPy 3-64 (first AC) · Tags: constructive algorithms, greedy
[diss_quack's solution](#)

77.

1984B

[Large Addition](#) · [Tutorial](#)

Quality: 20,955 global accepts · Rating: 1100 · first AC: 2024-08-04 · PyPy 3-64 (first AC) · Tags: implementation, math
[diss_quack's solution](#)

78.

1997B

[Make Three Regions](#) · [Tutorial](#)

Quality: 23,470 global accepts · Rating: 1100 · first AC: 2024-07-30 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, two pointers
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79.

1997C

[Even Positions](#) · [Tutorial](#)

Quality: 25,434 global accepts · Rating: 1100 · first AC: 2024-07-30 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data structures, greedy
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80.

1991B

[AND Reconstruction](#) · [Tutorial](#)

Quality: 18,905 global accepts · Rating: 1100 · first AC: 2024-07-29 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms, greedy
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81.

1995B1

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Quality: 20,987 global accepts · Rating: 1100 · first AC: 2024-07-26 · PyPy 3-64 (first AC) · Tags: binary search, brute force, greedy, sortings, two pointers
[diss_quack's solution](#)

82.

1966B

[Rectangle Filling](#) · [Tutorial](#)

Quality: 17,213 global accepts · Rating: 1100 · first AC: 2024-04-27 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, implementation
[diss_quack's solution](#)

83.

1946B

[Maximum Sum](#) · [Tutorial](#)

Quality: 23,528 global accepts · Rating: 1100 · first AC: 2024-04-10 · PyPy 3-64 (first AC) · Tags: dp, greedy, math
[diss_quack's solution](#)

84.

1820B

[JoJo's Incredible Adventures](#) · [Tutorial](#)

Quality: 23,018 global accepts · Rating: 1100 · first AC: 2023-04-16 · C++17 (GCC 7-32) (first AC) · Tags: math, strings, two pointers
[diss_quack's solution](#)

85.

1811C

[Restore the Array](#) · [Tutorial](#)

Quality: 22,231 global accepts · Rating: 1100 · first AC: 2023-04-04 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy
[diss_quack's solution](#)

86.

2210C1

[A Simple GCD Problem \(Easy Version\)](#) · [Tutorial](#)

Quality: 12,826 global accepts · Rating: 1200 · first AC: 2026-03-29 · C++20 (GCC 13-64) (first AC) · Tags: greedy, number theory
[diss_quack's solution](#)

87.

2190A

[Sorting Game](#) · [Tutorial](#)

Quality: 17,140 global accepts · Rating: 1200 · first AC: 2026-01-17 · PyPy 3-64 (first AC) · Tags: constructive algorithms, games, greedy
[diss_quack's solution](#)

88.

2178C

[First or Second](#) · [Tutorial](#)

Quality: 15,705 global accepts · Rating: 1200 · first AC: 2025-12-27 · PyPy 3-64 (first AC) · Tags: dp, greedy, implementation
[diss_quack's solution](#)

89.

2174A

[Needle in a Haystack](#) · [Tutorial](#)

Quality: 14,308 global accepts · Rating: 1200 · first AC: 2025-12-06 · PyPy 3-64 (first AC) · Tags: greedy, strings, two pointers
[diss_quack's solution](#)

90.

2041B

[Bowling Frame](#) · [Tutorial](#)

Quality: 7,179 global accepts · Rating: 1200 · first AC: 2024-11-24 · PyPy 3-64 (first AC) · Tags: binary search, brute force, math
[diss_quack's solution](#)

91.

2021B

[Maximize Mex](#) · [Tutorial](#)

Quality: 18,822 global accepts · Rating: 1200 · first AC: 2024-10-06 · PyPy 3-64 (first AC) · Tags: brute force, greedy, math, number theory
[diss_quack's solution](#)

92.

2005B2

[The Strict Teacher \(Hard Version\)](#) · [Tutorial](#)

Quality: 21,693 global accepts · Rating: 1200 · first AC: 2024-09-14 · PyPy 3-64 (first AC) · Tags: binary search, greedy, math, sortings
[diss_quack's solution](#)

93.

1954B

[Make It Ugly](#) · [Tutorial](#)

Quality: 21,519 global accepts · Rating: 1200 · first AC: 2024-04-12 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math
[diss_quack's solution](#)

94.

1954C

[Long Multiplication](#) · [Tutorial](#)

Quality: 22,748 global accepts · Rating: 1200 · first AC: 2024-04-12 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math, number theory
[diss_quack's solution](#)

95.

1877C

[Joyboard](#) · [Tutorial](#)

Quality: 12,839 global accepts · Rating: 1200 · first AC: 2023-10-10 · C++17 (GCC 7-32) (first AC) · Tags: math, number theory
[diss_quack's solution](#)

96.

1875B

[Jellyfish and Game](#) · [Tutorial](#)

Quality: 1200 · first AC: 2023-10-07 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, implementation

[diss_quack's solution](#)

97.

2217C

[Grid Covering](#) · [Tutorial](#)

Quality: 10,447 global accepts · Rating: 1300 · first AC: 2026-04-07 · C++20 (GCC 13-64) (first AC) · Tags: chinese remainder theorem, math, number theory

[diss_quack's solution](#)

98.

2211C1

[Equal Multisets \(Easy Version\)](#) · [Tutorial](#)

Quality: 9,124 global accepts · Rating: 1300 · first AC: 2026-03-28 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, greedy, two pointers

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99.

2187A

[Restricted Sorting](#) · [Tutorial](#)

Quality: 15,876 global accepts · Rating: 1300 · first AC: 2026-01-29 · PyPy 3-64 (first AC) · Tags: greedy, sortings

[diss_quack's solution](#)

100.

2179D

[Blackslex and Penguin Civilization](#) · [Tutorial](#)

Quality: 13,517 global accepts · Rating: 1300 · first AC: 2025-12-23 · PyPy 3-64 (first AC) · Tags: bitmasks, constructive algorithms, greedy, math

[diss_quack's solution](#)

101.

2145C

[Monocarp's String](#) · [Tutorial](#)

Quality: 15,405 global accepts · Rating: 1300 · first AC: 2025-10-06 · PyPy 3-64 (first AC) · Tags: binary search, greedy, strings

[diss_quack's solution](#)

102.

2152B

[Catching the Krug](#) · [Tutorial](#)

Quality: 12,858 global accepts · Rating: 1300 · first AC: 2025-10-03 · PyPy 3-64 (first AC) · Tags: games

[diss_quack's solution](#)

103.

730H

[Delete Them](#) · [Tutorial](#)

Quality: 3,274 global accepts · Rating: 1300 · first AC: 2025-09-27 · PyPy 3-64 (first AC) · Tags: constructive algorithms, implementation

[diss_quack's solution](#)

104.

2146C

[Wrong Binary Search](#) · [Tutorial](#)

Quality: 13,312 global accepts · Rating: 1300 · first AC: 2025-09-21 · C++17 (GCC 7-32) (first AC) · Tags: binary search, constructive algorithms

[diss_quack's solution](#)

105.

2143C

[Max Tree](#) · [Tutorial](#)

Quality: 14,101 global accepts · Rating: 1300 · first AC: 2025-09-17 · PyPy 3-64 (first AC) · Tags: constructive algorithms, dfs and similar, graphs, greedy

[diss_quack's solution](#)

106.

2144C

[Non-Descending Arrays](#) · [Tutorial](#)

Quality: 14,996 global accepts · Rating: 1300 · first AC: 2025-09-15 · PyPy 3-64 (first AC) · Tags: combinatorics, dp, math
[diss_quack's solution](#)

107.

2041A

[The Bento Box Adventure](#) · [Tutorial](#)

Quality: 11,298 global accepts · Rating: 1300 · first AC: 2024-11-24 · PyPy 3-64 (first AC) · Tags: implementation, sortings
[diss_quack's solution](#)

108.

2021C1

[Adjust The Presentation \(Easy Version\)](#) · [Tutorial](#)

Quality: 14,123 global accepts · Rating: 1300 · first AC: 2024-10-06 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy
[diss_quack's solution](#)

109.

1991C

[Absolute Zero](#) · [Tutorial](#)

Quality: 17,708 global accepts · Rating: 1300 · first AC: 2024-07-29 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, math
[diss_quack's solution](#)

110.

1988C

[Increasing Sequence with Fixed OR](#) · [Tutorial](#)

Quality: 20,296 global accepts · Rating: 1300 · first AC: 2024-07-15 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms, greedy
[diss_quack's solution](#)

111.

1968D

[Permutation Game](#) · [Tutorial](#)

Quality: 17,428 global accepts · Rating: 1300 · first AC: 2024-05-05 · C++14 (GCC 6-32) (first AC) · Tags: brute force, dfs and similar, games, graphs, greedy, math
[diss_quack's solution](#)

112.

1937B

[Binary Path](#) · [Tutorial](#)

Quality: 17,332 global accepts · Rating: 1300 · first AC: 2024-03-01 · PyPy 3-64 (first AC) · Tags: dp, greedy, implementation
[diss_quack's solution](#)

113.

1820C

[Constructive Problem](#) · [Tutorial](#)

Rating: 1300 · first AC: 2023-04-17 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy
[diss_quack's solution](#)

114.

1794C

[Scoring Subsequences](#) · [Tutorial](#)

Quality: 22,087 global accepts · Rating: 1300 · first AC: 2023-03-04 · C++17 (GCC 7-32) (first AC) · Tags: binary search, greedy, math, two pointers
[diss_quack's solution](#)

115.

2190B1

[Sub-RBS \(Easy Version\)](#) · [Tutorial](#)

Quality: 10,684 global accepts · Rating: 1400 · first AC: 2026-01-17 · PyPy 3-64 (first AC) · Tags: combinatorics, constructive algorithms, dp, greedy, strings, two pointers
[diss_quack's solution](#)

116.

2164C

[Dungeon](#) · [Tutorial](#)

Quality: 10,720 global accepts · Rating: 1400 · first AC: 2025-11-07 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, data structures, greedy, sortings

[diss_quack's solution](#)

117.

2152C

[Triple Removal](#) · [Tutorial](#)

Quality: 12,232 global accepts · Rating: 1400 · first AC: 2025-10-03 · PyPy 3-64 (first AC) · Tags: data structures, greedy, math

[diss_quack's solution](#)

118.

2120C

[Divine Tree](#) · [Tutorial](#)

Quality: 12,598 global accepts · Rating: 1400 · first AC: 2025-06-22 · PyPy 3-64 (first AC) · Tags: constructive algorithms, greedy, math, sortings, trees

[diss_quack's solution](#)

119.

2104D

[Array and GCD](#) · [Tutorial](#)

Quality: 13,232 global accepts · Rating: 1400 · first AC: 2025-04-28 · C++17 (GCC 7-32) (first AC) · Tags: binary search, greedy, math, number theory

[diss_quack's solution](#)

120.

2020C

[Bitwise Balancing](#) · [Tutorial](#)

Quality: 18,302 global accepts · Rating: 1400 · first AC: 2024-10-01 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, hashing, implementation, math, schedules, ternary search

[diss_quack's solution](#)

121.

1993C

[Light Switches](#) · [Tutorial](#)

Quality: 16,180 global accepts · Rating: 1400 · first AC: 2024-08-04 · PyPy 3-64 (first AC) · Tags: implementation, math

[diss_quack's solution](#)

122.

1966C

[Everything Nim](#) · [Tutorial](#)

Rating: 1400 · first AC: 2024-04-27 · C++17 (GCC 7-32) (first AC) · Tags: games, greedy

[diss_quack's solution](#)

123.

1929C

[Sasha and the Casino](#) · [Tutorial](#)

Quality: 17,287 global accepts · Rating: 1400 · first AC: 2024-02-18 · PyPy 3-64 (first AC) · Tags: binary search, brute force, constructive algorithms, games, greedy, math

[diss_quack's solution](#)

124.

1894C

[Anonymous Informant](#) · [Tutorial](#)

Rating: 1400 · first AC: 2023-11-08 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, graphs, implementation

[diss_quack's solution](#)

125.

1895C

[Torn Lucky Ticket](#) · [Tutorial](#)

Quality: 13,033 global accepts · Rating: 1400 · first AC: 2023-11-03 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, hashing, implementation, math

[diss_quack's solution](#)

126.

2153C

[Symmetrical Polygons](#) · [Tutorial](#)

Quality: 11,778 global accepts · Rating: 1500 · first AC: 2025-10-10 · PyPy 3-64 (first AC) · Tags: constructive algorithms, geometry, greedy, implementation, sortings

[diss_quack's solution](#)

127.

2146D1

[Max Sum OR \(Easy Version\)](#) · [Tutorial](#)

Quality: 10,463 global accepts · Rating: 1500 · first AC: 2025-09-21 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms, divide and conquer, greedy, trees

[diss_quack's solution](#)

128.

2147C

[Rabbits](#) · [Tutorial](#)

Quality: 9,752 global accepts · Rating: 1500 · first AC: 2025-09-20 · PyPy 3-64 (first AC) · Tags: constructive algorithms, dp, greedy, implementation

[diss_quack's solution](#)

129.

2140C

[Ultimate Value](#) · [Tutorial](#)

Quality: 12,378 global accepts · Rating: 1500 · first AC: 2025-09-09 · C++17 (GCC 7-32) (first AC) · Tags: data structures, games, greedy

[diss_quack's solution](#)

130.

2070C

[Limited Repainting](#) · [Tutorial](#)

Quality: 13,827 global accepts · Rating: 1500 · first AC: 2025-02-27 · C++17 (GCC 7-32) (first AC) · Tags: binary search, greedy

[diss_quack's solution](#)

131.

1882C

[Card Game](#) · [Tutorial](#)

Quality: 14,463 global accepts · Rating: 1500 · first AC: 2024-11-16 · PyPy 3-64 (first AC) · Tags: brute force, greedy

[diss_quack's solution](#)

132.

1997D

[Maximize the Root](#) · [Tutorial](#)

Quality: 15,913 global accepts · Rating: 1500 · first AC: 2024-07-30 · C++17 (GCC 7-32) (first AC) · Tags: binary search, dfs and similar, dp, greedy, trees

[diss_quack's solution](#)

133.

1877D

[Effects of Anti Pimples](#) · [Tutorial](#)

Rating: 1500 · first AC: 2023-10-10 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, number theory, sortings

[diss_quack's solution](#)

134.

1814C

[Search in Parallel](#) · [Tutorial](#)

Quality: 12,471 global accepts · Rating: 1500 · first AC: 2023-04-06 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, sortings

[diss_quack's solution](#)

135.

1811E

[Living Sequence](#) · [Tutorial](#)

Quality: 14,408 global accepts · Rating: 1500 · first AC: 2023-04-04 · C++17 (GCC 7-32) (first AC) · Tags: binary search, dp, math, number theory

[diss_quack's solution](#)

136.

559A

[Gerald's Hexagon](#) · [Tutorial](#)

Quality: 10,909 global accepts · Rating: 1600 · first AC: 2026-04-08 · PyPy 3-64 (first AC) · Tags: brute force, geometry, math
[diss_quack's solution](#)

137.

269A

[Magical Boxes](#) · [Tutorial](#)

Quality: 3,699 global accepts · Rating: 1600 · first AC: 2026-03-28 · C++20 (GCC 13-64) (first AC) · Tags: greedy, math
[diss_quack's solution](#)

138.

730G

[Car Repair Shop](#) · [Tutorial](#)

Quality: 2,311 global accepts · Rating: 1600 · first AC: 2025-09-27 · C++20 (GCC 13-64) (first AC) · Tags: implementation
[diss_quack's solution](#)

139.

2070D

[Tree Jumps](#) · [Tutorial](#)

Quality: 11,106 global accepts · Rating: 1600 · first AC: 2025-02-27 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dp, trees
[diss_quack's solution](#)

140.

1968E

[Cells Arrangement](#) · [Tutorial](#)

Quality: 12,640 global accepts · Rating: 1600 · first AC: 2024-05-05 · PyPy 3-64 (first AC) · Tags: constructive algorithms
[diss_quack's solution](#)

141.

1956C

[Nene's Magical Matrix](#) · [Tutorial](#)

Quality: 15,150 global accepts · Rating: 1600 · first AC: 2024-04-13 · PyPy 3-64 (first AC) · Tags: constructive algorithms, greedy, math
[diss_quack's solution](#)

142.

1946C

[Tree Cutting](#) · [Tutorial](#)

Quality: 13,718 global accepts · Rating: 1600 · first AC: 2024-04-09 · C++17 (GCC 7-32) (first AC) · Tags: binary search, dp, greedy, implementation, trees
[diss_quack's solution](#)

143.

1811D

[Umka and a Long Flight](#) · [Tutorial](#)

Quality: 8,640 global accepts · Rating: 1600 · first AC: 2023-04-04 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, implementation, math
[diss_quack's solution](#)

144.

2178D

[Xmas or Hysteria](#) · [Tutorial](#)

Quality: 6,699 global accepts · Rating: 1700 · first AC: 2025-12-27 · PyPy 3-64 (first AC) · Tags: constructive algorithms, greedy, implementation, math
[diss_quack's solution](#)

145.

51B

[bHTML Tables Analysis](#) · [Tutorial](#)

Quality: 1,047 global accepts · Rating: 1700 · first AC: 2025-11-19 · C++20 (GCC 13-64) (first AC) · Tags: expression parsing
[diss_quack's solution](#)

146.

2152D

[Division Versus Addition](#) · [Tutorial](#)

Quality: 6,760 global accepts · Rating: 1700 · first AC: 2025-10-03 · C++20 (GCC 13-64) (first AC) · Tags: games, greedy, math
[diss_quack's solution](#)

147.

2147D

[Game on Array](#) · [Tutorial](#)

Quality: 7,491 global accepts · Rating: 1700 · first AC: 2025-09-20 · PyPy 3-64 (first AC) · Tags: games, greedy
[diss_quack's solution](#)

148.

2104E

[Unpleasant Strings](#) · [Tutorial](#)

Quality: 8,091 global accepts · Rating: 1700 · first AC: 2025-04-28 · C++17 (GCC 7-32) (first AC) · Tags: binary search, dp, greedy, strings
[diss_quack's solution](#)

149.

1995B2

[Bouquet \(Hard Version\)](#) · [Tutorial](#)

Quality: 10,151 global accepts · Rating: 1700 · first AC: 2024-07-26 · PyPy 3-64 (first AC) · Tags: binary search, data structures, greedy, math, sortings, two pointers
[diss_quack's solution](#)

150.

1894D

[Neutral Tonality](#) · [Tutorial](#)

Rating: 1700 · first AC: 2023-11-08 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data structures, sortings, two pointers
[diss_quack's solution](#)

151.

1814B

[Long Legs](#) · [Tutorial](#)

Quality: 11,566 global accepts · Rating: 1700 · first AC: 2023-04-06 · C++17 (GCC 7-32) (first AC) · Tags: brute force, math
[diss_quack's solution](#)

152.

2211C2

[Equal Multisets \(Hard Version\)](#) · [Tutorial](#)

Quality: 3,682 global accepts · Rating: 1800 · first AC: 2026-03-28 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, dsu, greedy
[diss_quack's solution](#)

153.

1674F

[Desktop Rearrangement](#) · [Tutorial](#)

Quality: 5,680 global accepts · Rating: 1800 · first AC: 2026-03-28 · C++20 (GCC 13-64) (first AC) · Tags: data structures, greedy, implementation
[diss_quack's solution](#)

154.

2187B

[Shortest Statement Ever](#) · [Tutorial](#)

Quality: 5,289 global accepts · Rating: 1800 · first AC: 2026-01-29 · PyPy 3-64 (first AC) · Tags: bitmasks, constructive algorithms, dp, greedy
[diss_quack's solution](#)

155.

2179E

[Blackslex and Girls](#) · [Tutorial](#)

Quality: 5,784 global accepts · Rating: 1800 · first AC: 2025-12-23 · PyPy 3-64 (first AC) · Tags: constructive algorithms, geometry, math
[diss_quack's solution](#)

156.

2176D

[Fibonacci Paths](#) · [Tutorial](#)

Quality: 5,765 global accepts · Rating: 1800 · first AC: 2025-12-20 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dp, graphs, sortings
[diss_quack's solution](#)

157.

1793D

[Moscow Gorillas](#) · [Tutorial](#)

Quality: 7,135 global accepts · Rating: 1800 · first AC: 2025-12-05 · PyPy 3-64 (first AC) · Tags: binary search, dp, greedy, implementation, math, two pointers

[diss_quack's solution](#)

158.

2164D

[Copy String](#) · [Tutorial](#)

Quality: 4,980 global accepts · Rating: 1800 · first AC: 2025-11-07 · PyPy 3-64 (first AC) · Tags: greedy, implementation, strings, two pointers

[diss_quack's solution](#)

159.

2153D

[Not Alone](#) · [Tutorial](#)

Quality: 6,295 global accepts · Rating: 1800 · first AC: 2025-10-10 · C++20 (GCC 13-64) (first AC) · Tags: dp, greedy

[diss_quack's solution](#)

160.

2145D

[Inversion Value of a Permutation](#) · [Tutorial](#)

Quality: 6,663 global accepts · Rating: 1800 · first AC: 2025-10-06 · PyPy 3-64 (first AC) · Tags: constructive algorithms, dfs and similar, dp

[diss_quack's solution](#)

161.

730B

[Minimum and Maximum](#) · [Tutorial](#)

Quality: 2,780 global accepts · Rating: 1800 · first AC: 2025-09-27 · PyPy 3-64 (first AC) · Tags: constructive algorithms, interactive

[diss_quack's solution](#)

162.

730A

[Toda 2](#) · [Tutorial](#)

Quality: 1,734 global accepts · Rating: 1800 · first AC: 2025-09-27 · C++20 (GCC 13-64) (first AC) · Tags: greedy, implementation

[diss_quack's solution](#)

163.

2143D1

[Inversion Graph Coloring \(Easy Version\)](#) · [Tutorial](#)

Quality: 6,396 global accepts · Rating: 1800 · first AC: 2025-09-17 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, data structures, dp, greedy, two pointers

[diss_quack's solution](#)

164.

2144D

[Price Tags](#) · [Tutorial](#)

Quality: 7,001 global accepts · Rating: 1800 · first AC: 2025-09-16 · PyPy 3-64 (first AC) · Tags: brute force, dp, math

[diss_quack's solution](#)

165.

2138C1

[Maple and Tree Beauty \(Easy Version\)](#) · [Tutorial](#)

Quality: 5,427 global accepts · Rating: 1800 · first AC: 2025-09-08 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dfs and similar, dp, graphs, trees

[diss_quack's solution](#)

166.

2120D

[Matrix game](#) · [Tutorial](#)

Quality: 5,777 global accepts · Rating: 1800 · first AC: 2025-06-22 · PyPy 3-64 (first AC) · Tags: combinatorics, math

[diss_quack's solution](#)

167.

2092D

[Mishkin Energizer](#) · [Tutorial](#)

Quality: 6,880 global accepts · Rating: 1800 · first AC: 2025-06-22 · PyPy 3-64 (first AC) · Tags: brute force, constructive algorithms, greedy, implementation, strings
[diss_quack's solution](#)

168.

2032D

[Genokraken](#) · [Tutorial](#)

Quality: 6,200 global accepts · Rating: 1800 · first AC: 2024-11-02 · PyPy 3-64 (first AC) · Tags: constructive algorithms, data structures, graphs, greedy, implementation, interactive, trees, two pointers
[diss_quack's solution](#)

169.

2020D

[Connect the Dots](#) · [Tutorial](#)

Quality: 7,424 global accepts · Rating: 1800 · first AC: 2024-10-02 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, dsu, graphs, math, trees
[diss_quack's solution](#)

170.

2005C

[Lazy Narek](#) · [Tutorial](#)

Quality: 8,681 global accepts · Rating: 1800 · first AC: 2024-09-14 · PyPy 3-64 (first AC) · Tags: dp, implementation, strings
[diss_quack's solution](#)

171.

1995C

[Squaring](#) · [Tutorial](#)

Quality: 10,289 global accepts · Rating: 1800 · first AC: 2024-07-26 · PyPy 3-64 (first AC) · Tags: brute force, constructive algorithms, greedy, implementation, math, number theory
[diss_quack's solution](#)

172.

1966D

[Missing Subsequence Sum](#) · [Tutorial](#)

Rating: 1800 · first AC: 2024-04-27 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, math, number theory
[diss_quack's solution](#)

173.

1954D

[Colored Balls](#) · [Tutorial](#)

Quality: 8,082 global accepts · Rating: 1800 · first AC: 2024-04-12 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, math, sortings
[diss_quack's solution](#)

174.

2217D

[Flip the Bit \(Hard Version\)](#) · [Tutorial](#)

Quality: 3,350 global accepts · Rating: 1900 · first AC: 2026-04-07 · C++20 (GCC 13-64) (first AC) · Tags: greedy, implementation, math
[diss_quack's solution](#)

175.

2211D

[AND-array](#) · [Tutorial](#)

Quality: 2,902 global accepts · Rating: 1900 · first AC: 2026-03-28 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, combinatorics, math
[diss_quack's solution](#)

176.

2190B2

[Sub-RBS \(Hard Version\)](#) · [Tutorial](#)

Quality: 3,181 global accepts · Rating: 1900 · first AC: 2026-01-17 · C++20 (GCC 13-64) (first AC) · Tags: dp, games, implementation, strings
[diss_quack's solution](#)

177.

2174B

[Wishing Cards](#) · [Tutorial](#)

Quality: 3,971 global accepts · Rating: 1900 · first AC: 2025-12-20 · C++20 (GCC 13-64) (first AC) · Tags: dp
[diss_quack's solution](#)

178.

2180C

[XOR-factorization](#) · [Tutorial](#)

Quality: 6,467 global accepts · Rating: 1900 · first AC: 2025-12-19 · PyPy 3-64 (first AC) · Tags: bitmasks, constructive algorithms, dp, greedy, number theory

[diss_quack's solution](#)

179.

2180D

[Insolvable Disks](#) · [Tutorial](#)

Quality: 4,256 global accepts · Rating: 1900 · first AC: 2025-12-19 · PyPy 3-64 (first AC) · Tags: data structures, dp, greedy, math

[diss_quack's solution](#)

180.

190D

[Non-Secret Cypher](#) · [Tutorial](#)

Quality: 2,661 global accepts · Rating: 1900 · first AC: 2025-12-03 · C++20 (GCC 13-64) (first AC) · Tags: two pointers

[diss_quack's solution](#)

181.

2038G

[Guess One Character](#) · [Tutorial](#)

Quality: 2,958 global accepts · Rating: 1900 · first AC: 2025-11-23 · PyPy 3-64 (first AC) · Tags: constructive algorithms, implementation, interactive

[diss_quack's solution](#)

182.

1348D

[Phoenix and Science](#) · [Tutorial](#)

Quality: 9,342 global accepts · Rating: 1900 · first AC: 2025-11-20 · C++20 (GCC 13-64) (first AC) · Tags: binary search, constructive algorithms, greedy, implementation, math

[diss_quack's solution](#)

183.

730J

[Bottles](#) · [Tutorial](#)

Quality: 3,967 global accepts · Rating: 1900 · first AC: 2025-09-27 · C++20 (GCC 13-64) (first AC) · Tags: dp

[diss_quack's solution](#)

184.

2149F

[Nezuko in the Clearing](#) · [Tutorial](#)

Quality: 4,813 global accepts · Rating: 1900 · first AC: 2025-09-25 · PyPy 3-64 (first AC) · Tags: binary search, math, ternary search

[diss_quack's solution](#)

185.

2138B

[Antiamuny Wants to Learn Swap](#) · [Tutorial](#)

Quality: 5,333 global accepts · Rating: 1900 · first AC: 2025-09-08 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy, two pointers

[diss_quack's solution](#)

186.

2049D

[Shift + Esc](#) · [Tutorial](#)

Quality: 6,023 global accepts · Rating: 1900 · first AC: 2024-12-20 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp

[diss_quack's solution](#)

187.

2021C2

[Adjust The Presentation \(Hard Version\)](#) · [Tutorial](#)

Quality: 4,511 global accepts · Rating: 1900 · first AC: 2024-10-06 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data structures, greedy, implementation, sortings

[diss_quack's solution](#)

188.

1998C

[Perform Operations to Maximize Score](#) · [Tutorial](#)

Quality: 7,093 global accepts · Rating: 1900 · first AC: 2024-08-10 · PyPy 3-64 (first AC) · Tags: binary search, brute force, constructive algorithms, greedy, implementation

[diss_quack's solution](#)

189.

1895D

[XOR Construction](#) · [Tutorial](#)

Quality: 7,132 global accepts · Rating: 1900 · first AC: 2023-11-03 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms, data structures, math, string suffix structures, trees

[diss_quack's solution](#)

190.

1891D

[Suspicious logarithms](#) · [Tutorial](#)

Quality: 4,559 global accepts · Rating: 1900 · first AC: 2023-11-02 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, math

[diss_quack's solution](#)

191.

1820D

[The Butcher](#) · [Tutorial](#)

Rating: 1900 · first AC: 2023-04-17 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, implementation, sortings, two pointers

[diss_quack's solution](#)

192.

1294E

[Obtain a Permutation](#) · [Tutorial](#)

Quality: 5,179 global accepts · Rating: 1900 · first AC: 2020-01-29 · Java 8 (first AC) · Tags: greedy, implementation, math

[diss_quack's solution](#)

193.

886D

[Restoration of string](#) · [Tutorial](#)

Quality: 1,955 global accepts · Rating: 2000 · first AC: 2026-04-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, graphs, implementation

[diss_quack's solution](#)

194.

1366D

[Two Divisors](#) · [Tutorial](#)

Quality: 12,349 global accepts · Rating: 2000 · first AC: 2026-04-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, math, number theory

[diss_quack's solution](#)

195.

1620D

[Exact Change](#) · [Tutorial](#)

Quality: 4,808 global accepts · Rating: 2000 · first AC: 2026-04-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, constructive algorithms, greedy

[diss_quack's solution](#)

196.

2217E

[Definitely Larger](#) · [Tutorial](#)

Quality: 2,076 global accepts · Rating: 2000 · first AC: 2026-04-07 · C++20 (GCC 13-64) (first AC) · Tags: binary search, constructive algorithms, data structures, graphs, greedy, sortings

[diss_quack's solution](#)

197.

2178E

[Flatten or Concatenate](#) · [Tutorial](#)

Quality: 3,687 global accepts · Rating: 2000 · first AC: 2025-12-27 · C++20 (GCC 13-64) (first AC) · Tags: binary search, divide and conquer, interactive

[diss_quack's solution](#)

198.

2179F

[Blackslex and Another RGB Walking](#) · [Tutorial](#)

Quality: 2,751 global accepts · Rating: 2000 · first AC: 2025-12-23 · C++20 (GCC 13-64) (first AC) · Tags: communication, constructive algorithms, graphs, interactive, number theory, trees

[diss_quack's solution](#)

199.

1634D

[Finding Zero](#) · [Tutorial](#)

Quality: 4,738 global accepts · Rating: 2000 · first AC: 2025-11-24 · PyPy 3-64 (first AC) · Tags: constructive algorithms, interactive, math

[diss_quack's solution](#)

200.

730I

[Olympiad in Programming and Sports](#) · [Tutorial](#)

Quality: 2,743 global accepts · Rating: 2000 · first AC: 2025-09-27 · C++20 (GCC 13-64) (first AC) · Tags: dp, flows, graphs, greedy

[diss_quack's solution](#)

201.

2146D2

[Max Sum OR \(Hard Version\)](#) · [Tutorial](#)

Quality: 4,035 global accepts · Rating: 2000 · first AC: 2025-09-21 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms, divide and conquer, greedy

[diss_quack's solution](#)

202.

2140D

[A Cruel Segment's Thesis](#) · [Tutorial](#)

Quality: 4,891 global accepts · Rating: 2000 · first AC: 2025-09-10 · PyPy 3-64 (first AC) · Tags: data structures, greedy, sortings

[diss_quack's solution](#)

203.

2138C2

[Maple and Tree Beauty \(Hard Version\)](#) · [Tutorial](#)

Quality: 3,370 global accepts · Rating: 2000 · first AC: 2025-09-08 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, dfs and similar, dp, fft, trees

[diss_quack's solution](#)

204.

2041C

[Cube](#) · [Tutorial](#)

Quality: 2,012 global accepts · Rating: 2000 · first AC: 2024-11-24 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, dfs and similar, dp

[diss_quack's solution](#)

205.

1956D

[Nene and the Mex Operator](#) · [Tutorial](#)

Quality: 4,788 global accepts · Rating: 2000 · first AC: 2024-04-13 · PyPy 3-64 (first AC) · Tags: bitmasks, brute force, constructive algorithms, divide and conquer, dp, greedy, implementation, math

[diss_quack's solution](#)

206.

1864E

[Guess Game](#) · [Tutorial](#)

Quality: 3,054 global accepts · Rating: 2100 · first AC: 2026-03-30 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, data structures, games, math, probabilities, sortings, strings, trees

[diss_quack's solution](#)

207.

2210D

[A Simple RBS Problem](#) · [Tutorial](#)

Quality: 2,034 global accepts · Rating: 2100 · first AC: 2026-03-29 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, math, strings, trees

[diss_quack's solution](#)

208.

2183E

[LCM is Legendary Counting Master](#) · [Tutorial](#)

Quality: 2,855 global accepts · Rating: 2100 · first AC: 2026-01-09 · C++20 (GCC 13-64) (first AC) · Tags: dp, math, number theory

[diss_quack's solution](#)

209.

2170E

[Binary Strings and Blocks](#) · [Tutorial](#)

Quality: 2,319 global accepts · Rating: 2100 · first AC: 2025-12-20 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, data structures, dp

[diss_quack's solution](#)

210.

340B

[Maximal Area Quadrilateral](#) · [Tutorial](#)

Quality: 2,314 global accepts · Rating: 2100 · first AC: 2025-12-03 · C++20 (GCC 13-64) (first AC) · Tags: brute force, geometry

[diss_quack's solution](#)

211.

2145E

[Predicting Popularity](#) · [Tutorial](#)

Quality: 3,066 global accepts · Rating: 2100 · first AC: 2025-10-06 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, greedy, sortings

[diss_quack's solution](#)

212.

2152E

[Monotone Subsequence](#) · [Tutorial](#)

Quality: 2,779 global accepts · Rating: 2100 · first AC: 2025-10-03 · last AC: 2025-10-03 · PyPy 3-64 (first AC) · Tags: constructive algorithms, graphs, greedy, interactive, math

[diss_quack's solution](#)

213.

730C

[Bulmart](#) · [Tutorial](#)

Quality: 1,377 global accepts · Rating: 2100 · first AC: 2025-09-27 · C++20 (GCC 13-64) (first AC) · Tags: binary search, dfs and similar

[diss_quack's solution](#)

214.

1393D

[Rarity and New Dress](#) · [Tutorial](#)

Quality: 4,193 global accepts · Rating: 2100 · first AC: 2025-01-03 · PyPy 3-64 (first AC) · Tags: dfs and similar, dp, implementation, shortest paths

[diss_quack's solution](#)

215.

2005E1

[Subtangle Game \(Easy Version\)](#) · [Tutorial](#)

Quality: 3,323 global accepts · Rating: 2100 · first AC: 2024-09-14 · C++17 (GCC 7-32) (first AC) · Tags: dp, games, greedy, implementation

[diss_quack's solution](#)

216.

1998D

[Determine Winning Islands in Race](#) · [Tutorial](#)

Quality: 4,097 global accepts · Rating: 2100 · first AC: 2024-08-10 · PyPy 3-64 (first AC) · Tags: data structures, dp, graphs, greedy, shortest paths

[diss_quack's solution](#)

217.

1811G1

[Vlad and the Nice Paths \(easy version\)](#) · [Tutorial](#)

Quality: 2,490 global accepts · Rating: 2100 · first AC: 2023-04-05 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, math

[diss_quack's solution](#)

218.

1811F

[Is It Flower? · Tutorial](#)

Quality: 2,168 global accepts · Rating: 2100 · first AC: 2023-04-04 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, graphs, implementation
[diss_quack's solution](#)

219.

2173E

[Shiro's Mirror Duel · Tutorial](#)

Quality: 1,537 global accepts · Rating: 2200 · first AC: 2026-01-07 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, interactive, probabilities, sortings
[diss_quack's solution](#)

220.

2178F

[Conquer or of Forest · Tutorial](#)

Quality: 1,824 global accepts · Rating: 2200 · first AC: 2025-12-27 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, math, trees
[diss_quack's solution](#)

221.

2179G

[Blackslex and Penguin Migration · Tutorial](#)

Quality: 1,209 global accepts · Rating: 2200 · first AC: 2025-12-23 · C++20 (GCC 13-64) (first AC) · Tags: brute force, interactive, math
[diss_quack's solution](#)

222.

730D

[Running Over The Bridges · Tutorial](#)

Quality: 915 global accepts · Rating: 2200 · first AC: 2025-09-28 · PyPy 3-64 (first AC) · Tags: greedy, implementation, math
[diss_quack's solution](#)

223.

730E

[Award Ceremony · Tutorial](#)

Quality: 772 global accepts · Rating: 2200 · first AC: 2025-09-27 · PyPy 3-64 (first AC) · Tags: greedy, implementation
[diss_quack's solution](#)

224.

2143D2

[Inversion Graph Coloring \(Hard Version\) · Tutorial](#)

Quality: 2,771 global accepts · Rating: 2200 · first AC: 2025-09-17 · C++17 (GCC 7-32) (first AC) · Tags: binary search, combinatorics, data structures, dp, two pointers
[diss_quack's solution](#)

225.

2144E1

[Looking at Towers \(easy version\) · Tutorial](#)

Quality: 2,559 global accepts · Rating: 2200 · first AC: 2025-09-15 · PyPy 3-64 (first AC) · Tags: combinatorics, dp
[diss_quack's solution](#)

226.

2140E1

[Prime Gaming \(Easy Version\) · Tutorial](#)

Quality: 2,109 global accepts · Rating: 2200 · first AC: 2025-09-09 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, combinatorics, dp
[diss_quack's solution](#)

227.

2070E

[Game with Binary String · Tutorial](#)

Quality: 1,854 global accepts · Rating: 2200 · first AC: 2025-02-27 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data structures, divide and conquer, games, greedy, math
[diss_quack's solution](#)

228.

1997E

[Level Up · Tutorial](#)

Quality: 3,790 global accepts · Rating: 2200 · first AC: 2024-07-30 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, data structures, divide and conquer, implementation

[diss_quack's solution](#)

229.

1954E

[Chain Reaction](#) · [Tutorial](#)

Quality: 2,973 global accepts · Rating: 2200 · first AC: 2024-04-12 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, dsu, greedy, implementation, math, number theory

[diss_quack's solution](#)

230.

1811G2

[Vlad and the Nice Paths \(hard version\)](#) · [Tutorial](#)

Quality: 2,124 global accepts · Rating: 2200 · first AC: 2023-04-05 · C++17 (GCC 7-32) (first AC) · Tags: binary search, combinatorics, data structures, dp, math, two pointers

[diss_quack's solution](#)

231.

2217F

[Interval Game](#) · [Tutorial](#)

Quality: 706 global accepts · Rating: 2300 · first AC: 2026-04-07 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, combinatorics, constructive algorithms, dp, games, greedy, math, probabilities

[diss_quack's solution](#)

232.

1132D

[Stressful Training](#) · [Tutorial](#)

Quality: 2,265 global accepts · Rating: 2300 · first AC: 2026-01-30 · C++20 (GCC 13-64) (first AC) · Tags: binary search, greedy

[diss_quack's solution](#)

233.

2187C

[Jerry and Tom](#) · [Tutorial](#)

Quality: 1,372 global accepts · Rating: 2300 · first AC: 2026-01-29 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dfs and similar, dsu, games, graphs, greedy, trees

[diss_quack's solution](#)

234.

2190C

[Comparable Permutations](#) · [Tutorial](#)

Quality: 1,293 global accepts · Rating: 2300 · first AC: 2026-01-17 · C++20 (GCC 13-64) (first AC) · Tags: greedy, implementation, interactive, sortings, two pointers

[diss_quack's solution](#)

235.

2180E

[No Effect XOR](#) · [Tutorial](#)

Quality: 1,738 global accepts · Rating: 2300 · first AC: 2026-01-01 · PyPy 3-64 (first AC) · Tags: bitmasks, divide and conquer, dp, greedy, math

[diss_quack's solution](#)

236.

2182F1

[Christmas Reindeer \(easy version\)](#) · [Tutorial](#)

Quality: 1,269 global accepts · Rating: 2300 · first AC: 2025-12-30 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, combinatorics, dp, math

[diss_quack's solution](#)

237.

2164E

[Journey](#) · [Tutorial](#)

Quality: 1,581 global accepts · Rating: 2300 · first AC: 2025-11-07 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dfs and similar, dsu, graphs, greedy

[diss_quack's solution](#)

238.

2147E

[Maximum OR Popcount](#) · [Tutorial](#)

Quality: 2,119 global accepts · Rating: 2300 · first AC: 2025-09-20 · C++17 (GCC 7-32) (first AC) · Tags: binary search, bitmasks, brute force, data structures, greedy

[diss_quack's solution](#)

239.

2021E1

[Digital Village \(Easy Version\)](#) · [Tutorial](#)

Quality: 1,929 global accepts · Rating: 2300 · first AC: 2024-10-06 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, dfs and similar, dp, dsu, fft, graphs, greedy, implementation, math, trees

[diss_quack's solution](#)

240.

1814E

[Chain Chips](#) · [Tutorial](#)

Quality: 1,718 global accepts · Rating: 2300 · first AC: 2023-04-12 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp, matrices

[diss_quack's solution](#)

241.

277C

[Game](#) · [Tutorial](#)

Quality: 491 global accepts · Rating: 2400 · first AC: 2026-01-17 · C++20 (GCC 13-64) (first AC) · Tags: games, implementation

[diss_quack's solution](#)

242.

2174C1

[Beautiful Patterns \(Easy Version\)](#) · [Tutorial](#)

Quality: 1,166 global accepts · Rating: 2400 · first AC: 2026-01-05 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, math, probabilities

[diss_quack's solution](#)

243.

2176E

[Remove at the lowest cost](#) · [Tutorial](#)

Quality: 1,276 global accepts · Rating: 2400 · first AC: 2025-12-13 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dfs and similar, dp, dsu, greedy, implementation, trees

[diss_quack's solution](#)

244.

2153E

[Zero Trailing Factorial](#) · [Tutorial](#)

Quality: 986 global accepts · Rating: 2400 · first AC: 2025-10-10 · C++20 (GCC 13-64) (first AC) · Tags: brute force, math, number theory

[diss_quack's solution](#)

245.

2143E

[Make Good](#) · [Tutorial](#)

Quality: 1,922 global accepts · Rating: 2400 · first AC: 2025-09-17 · PyPy 3-64 (first AC) · Tags: constructive algorithms, greedy, math, strings

[diss_quack's solution](#)

246.

2211E

[Minimum Path Cover](#) · [Tutorial](#)

Quality: 856 global accepts · Rating: 2500 · first AC: 2026-03-29 · C++20 (GCC 13-64) (first AC) · Tags: brute force, dp, greedy, interactive, math, number theory, trees

[diss_quack's solution](#)

247.

2190D

[Prufer Vertex](#) · [Tutorial](#)

Quality: 951 global accepts · Rating: 2500 · first AC: 2026-01-17 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dsu, number theory, probabilities, trees

[diss_quack's solution](#)

248.

2182F2

[Christmas Reindeer \(hard version\)](#) · [Tutorial](#)

Quality: 1,093 global accepts · Rating: 2500 · first AC: 2025-12-30 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, combinatorics, data structures, greedy, math

[diss_quack's solution](#)

249.

2144E2

[Looking at Towers \(difficult version\)](#) · [Tutorial](#)

Quality: 1,437 global accepts · Rating: 2500 · first AC: 2025-09-15 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, data structures, dp

[diss_quack's solution](#)

250.

2021E2

[Digital Village \(Hard Version\)](#) · [Tutorial](#)

Quality: 1,209 global accepts · Rating: 2500 · first AC: 2024-11-29 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp, dsu, graphs, math, trees

[diss_quack's solution](#)

251.

2021D

[Boss, Thirsty](#) · [Tutorial](#)

Quality: 957 global accepts · Rating: 2500 · first AC: 2024-11-28 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy, implementation

[diss_quack's solution](#)

252.

2173F

[Isla's Memory Thresholds](#) · [Tutorial](#)

Quality: 564 global accepts · Rating: 2600 · first AC: 2026-01-07 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, data structures, divide and conquer, math

[diss_quack's solution](#)

253.

2158E

[Sink](#) · [Tutorial](#)

Quality: 627 global accepts · Rating: 2600 · first AC: 2025-12-20 · C++20 (GCC 13-64) (first AC) · Tags: data structures, divide and conquer, dsu, graphs, implementation

[diss_quack's solution](#)

254.

2170F

[Build XOR on a Segment](#) · [Tutorial](#)

Quality: 780 global accepts · Rating: 2600 · first AC: 2025-11-29 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, dp

[diss_quack's solution](#)

255.

2210E

[Binary Strings are Simple?](#) · [Tutorial](#)

Quality: 316 global accepts · Rating: 2700 · first AC: 2026-03-29 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, implementation, interactive, number theory

[diss_quack's solution](#)

256.

2180F1

[Control Car \(Easy Version\)](#) · [Tutorial](#)

Quality: 405 global accepts · Rating: 2800 · first AC: 2026-01-05 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, probabilities

[diss_quack's solution](#)

257.

2178G

[deCH OR Dations](#) · [Tutorial](#)

Quality: 594 global accepts · Rating: 2800 · first AC: 2026-01-01 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, data structures, dp, hashing, probabilities

[diss_quack's solution](#)

258.

2021E3

[Digital Village \(Extreme Version\)](#) · [Tutorial](#)

Quality: 678 global accepts · Rating: 2800 · first AC: 2024-11-29 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dfs and similar, dp, dsu, graphs, greedy, math, trees

[diss_quack's solution](#)

259.

2174E1

[Game of Scientists \(Version 1\)](#) · [Tutorial](#)

Quality: 134 global accepts · Rating: 3100 · first AC: 2025-12-07 · PyPy 3-64 (first AC) · Tags: chinese remainder theorem, constructive algorithms, interactive, math

[diss_quack's solution](#)

260.

2180F2

[Control Car \(Hard Version\)](#) · [Tutorial](#)

Quality: 223 global accepts · Rating: 3200 · first AC: 2026-01-06 · last AC: 2026-01-06 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, matrices, probabilities

[diss_quack's solution](#)

261.

2178H

[Create or Duplicate](#) · [Tutorial](#)

Quality: 311 global accepts · Rating: 3300 · first AC: 2026-01-01 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, graphs, number theory, shortest paths

[diss_quack's solution](#)

262.

2147I1

[Longest Increasing Path \(Easy Version\)](#) · [Tutorial](#)

Quality: 134 global accepts · Rating: 3300 · first AC: 2025-09-20 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math

[diss_quack's solution](#)

263.

2223B

[Zhily and Barknights](#) · [Tutorial](#)

Quality: 1,784 global accepts · Rating: — · first AC: 2026-05-06 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, dp, math, sortings, two pointers

[diss_quack's solution](#)

264.

2223A

[Zhily and Bracket Swapping](#) · [Tutorial](#)

Quality: 3,524 global accepts · Rating: — · first AC: 2026-05-06 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy

[diss_quack's solution](#)

265.

104011C

[Clean Up!](#) · [Tutorial](#)

Rating: — · first AC: 2026-04-24 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[diss_quack's solution](#)

266.

101201L

[Windy Path](#) · [Tutorial](#)

Rating: — · first AC: 2026-04-19 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[diss_quack's solution](#)

267.

101201D

[Contest Strategy](#) · [Tutorial](#)

Rating: — · first AC: 2026-04-19 · last AC: 2026-04-19 · Java 21 (first AC) · Tags: —

[diss_quack's solution](#)

268.

101201K

[Tournament Wins](#) · [Tutorial](#)

Rating: — · first AC: 2026-04-18 · last AC: 2026-04-19 · Java 21 (first AC) · Tags: —
[diss_quack's solution](#)

269.

101201E

[Enclosure](#) · [Tutorial](#)

Rating: — · first AC: 2026-04-19 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
[diss_quack's solution](#)

270.

101201G

[Maximum Islands](#) · [Tutorial](#)

Rating: — · first AC: 2026-04-19 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
[diss_quack's solution](#)

271.

101201F

[Illumination](#) · [Tutorial](#)

Rating: — · first AC: 2026-04-19 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
[diss_quack's solution](#)

272.

101201B

[Buggy Robot](#) · [Tutorial](#)

Rating: — · first AC: 2026-04-18 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
[diss_quack's solution](#)

273.

101201I

[Postman](#) · [Tutorial](#)

Rating: — · first AC: 2026-04-18 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
[diss_quack's solution](#)

274.

101201J

[Shopping](#) · [Tutorial](#)

Rating: — · first AC: 2026-04-18 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
[diss_quack's solution](#)

275.

101201A

[Alphabet](#) · [Tutorial](#)

Rating: — · first AC: 2026-04-18 · PyPy 3-64 (first AC) · Tags: —
[diss_quack's solution](#)

276.

101201H

[Paint](#) · [Tutorial](#)

Rating: — · first AC: 2026-04-18 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
[diss_quack's solution](#)

277.

101201C

[Cameras](#) · [Tutorial](#)

Rating: — · first AC: 2026-04-18 · PyPy 3-64 (first AC) · Tags: —
[diss_quack's solution](#)

278.

102253G

[Gear Up](#) · [Tutorial](#)

Rating: — · first AC: 2026-04-17 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
[diss_quack's solution](#)

279.

102253C

[Colorful Tree](#) · [Tutorial](#)

Rating: — · first AC: 2026-04-17 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
[diss_quack's solution](#)

280.

102253B

[Balala Power!](#) · [Tutorial](#)

Rating: — · first AC: 2026-04-17 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
[diss_quack's solution](#)

281.

102253F

[Function](#) · [Tutorial](#)

Rating: — · first AC: 2026-04-17 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
[diss_quack's solution](#)

282.

102253L

[Limited Permutation](#) · [Tutorial](#)

Rating: — · first AC: 2026-04-17 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
[diss_quack's solution](#)

283.

102253K

[KazaQ's Socks](#) · [Tutorial](#)

Rating: — · first AC: 2026-04-17 · C++17 (GCC 7-32) (first AC) · Tags: —
[diss_quack's solution](#)

284.

102253A

[Add More Zero](#) · [Tutorial](#)

Rating: — · first AC: 2026-04-17 · C++17 (GCC 7-32) (first AC) · Tags: —
[diss_quack's solution](#)

285.

100837H

[Ramen Shop](#) · [Tutorial](#)

Rating: — · first AC: 2026-04-15 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
[diss_quack's solution](#)

286.

2219D

[MEX Replacement on Tree](#) · [Tutorial](#)

Quality: 430 global accepts · Rating: — · first AC: 2026-04-14 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, implementation, math, trees
[diss_quack's solution](#)

287.

2219A

[Grid L](#) · [Tutorial](#)

Quality: 9,009 global accepts · Rating: — · first AC: 2026-04-13 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, constructive algorithms, math, number theory
[diss_quack's solution](#)

288.

2219B1

[Unique Values \(Easy version\)](#) · [Tutorial](#)

Quality: 3,610 global accepts · Rating: — · first AC: 2026-04-13 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, constructive algorithms, divide and conquer, interactive, math
[diss_quack's solution](#)

289.

2219B2

[Unique Values \(Hard version\)](#) · [Tutorial](#)

Quality: 3,215 global accepts · Rating: — · first AC: 2026-04-13 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, bitmasks, constructive algorithms, interactive

[diss_quack's solution](#)

290.

2219C

[Coloring a Red Black Tree](#) · [Tutorial](#)

Quality: 1,217 global accepts · Rating: — · first AC: 2026-04-13 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dfs and similar, dp, greedy, math, probabilities, trees

[diss_quack's solution](#)

291.

100837E

[Optimal Rest](#) · [Tutorial](#)

Rating: — · first AC: 2026-04-13 · C++20 (GCC 13-64) (first AC) · Tags: —

[diss_quack's solution](#)

292.

100837G

[Dendrograms](#) · [Tutorial](#)

Rating: — · first AC: 2026-04-12 · C++20 (GCC 13-64) (first AC) · Tags: —

[diss_quack's solution](#)

293.

100837C

[Dig or Climb](#) · [Tutorial](#)

Rating: — · first AC: 2026-04-12 · C++20 (GCC 13-64) (first AC) · Tags: —

[diss_quack's solution](#)

294.

100837D

[Rotation Estimation](#) · [Tutorial](#)

Rating: — · first AC: 2026-04-12 · C++20 (GCC 13-64) (first AC) · Tags: —

[diss_quack's solution](#)

295.

100837B

[Headstrong Student](#) · [Tutorial](#)

Rating: — · first AC: 2026-04-12 · C++20 (GCC 13-64) (first AC) · Tags: —

[diss_quack's solution](#)

296.

100837A

[Everlasting...?](#) · [Tutorial](#)

Rating: — · first AC: 2026-04-12 · C++20 (GCC 13-64) (first AC) · Tags: —

[diss_quack's solution](#)

297.

104945D

[Flag performance](#) · [Tutorial](#)

Rating: — · first AC: 2026-04-10 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[diss_quack's solution](#)

298.

104945H

[Break a leg!](#) · [Tutorial](#)

Rating: — · first AC: 2026-04-10 · PyPy 3-64 (first AC) · Tags: —

[diss_quack's solution](#)

299.

104945G

[Favourite dish](#) · [Tutorial](#)

Rating: — · first AC: 2026-04-10 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[diss_quack's solution](#)

300.

100363C

[Center of the Universe](#) · [Tutorial](#)

Rating: — · first AC: 2026-04-08 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
[diss_quack's solution](#)

301.

105384I

[Increasing Income](#) · [Tutorial](#)

Rating: — · first AC: 2026-04-03 · C++20 (GCC 13-64) (first AC) · Tags: —
[diss_quack's solution](#)

302.

105384C

[Chemistry Class](#) · [Tutorial](#)

Rating: — · first AC: 2026-04-03 · C++20 (GCC 13-64) (first AC) · Tags: —
[diss_quack's solution](#)

303.

105384E

[Equalizer Ehrmantraut](#) · [Tutorial](#)

Rating: — · first AC: 2026-04-03 · C++20 (GCC 13-64) (first AC) · Tags: —
[diss_quack's solution](#)

304.

105384G

[Goodman](#) · [Tutorial](#)

Rating: — · first AC: 2026-04-03 · C++20 (GCC 13-64) (first AC) · Tags: —
[diss_quack's solution](#)

305.

105384J

[Jesse's Job](#) · [Tutorial](#)

Rating: — · first AC: 2026-04-03 · C++20 (GCC 13-64) (first AC) · Tags: —
[diss_quack's solution](#)

306.

105384D

[Daily Disinfection](#) · [Tutorial](#)

Rating: — · first AC: 2026-04-03 · C++20 (GCC 13-64) (first AC) · Tags: —
[diss_quack's solution](#)

307.

105384A

[Aibohphobia](#) · [Tutorial](#)

Rating: — · first AC: 2026-04-03 · C++20 (GCC 13-64) (first AC) · Tags: —
[diss_quack's solution](#)

308.

106429C

[Carrot Party](#) · [Tutorial](#)

Rating: — · first AC: 2026-03-21 · C++20 (GCC 13-64) (first AC) · Tags: —
[diss_quack's solution](#)

309.

106429B

[Orange Pit](#) · [Tutorial](#)

Rating: — · first AC: 2026-03-21 · C++20 (GCC 13-64) (first AC) · Tags: —
[diss_quack's solution](#)

310.

106429A

[Tart Splitting](#) · [Tutorial](#)

Rating: — · first AC: 2026-03-21 · C++20 (GCC 13-64) (first AC) · Tags: —
[diss_quack's solution](#)

311.

100524D

[Dichromatic Trees](#) · [Tutorial](#)

Rating: — · first AC: 2026-02-21 · C++20 (GCC 13-64) (first AC) · Tags: —
[diss_quack's solution](#)

312.

100524E

[Ebola Virus](#) · [Tutorial](#)

Rating: — · first AC: 2026-02-21 · C++20 (GCC 13-64) (first AC) · Tags: —
[diss_quack's solution](#)

313.

100524F

[Figure Skating](#) · [Tutorial](#)

Rating: — · first AC: 2026-02-20 · C++20 (GCC 13-64) (first AC) · Tags: —
[diss_quack's solution](#)

314.

100524G

[Game of Col on Bamboo Forests](#) · [Tutorial](#)

Rating: — · first AC: 2026-02-20 · C++20 (GCC 13-64) (first AC) · Tags: —
[diss_quack's solution](#)

315.

100524J

[Jingles of a String](#) · [Tutorial](#)

Rating: — · first AC: 2026-02-20 · C++20 (GCC 13-64) (first AC) · Tags: —
[diss_quack's solution](#)

316.

100524A

[Astronomy Problem](#) · [Tutorial](#)

Rating: — · first AC: 2026-02-20 · C++20 (GCC 13-64) (first AC) · Tags: —
[diss_quack's solution](#)

317.

100959J

[Ropes](#) · [Tutorial](#)

Rating: — · first AC: 2026-02-16 · C++20 (GCC 13-64) (first AC) · Tags: —
[diss_quack's solution](#)

318.

100959F

[Number Cards](#) · [Tutorial](#)

Rating: — · first AC: 2026-02-16 · C++20 (GCC 13-64) (first AC) · Tags: —
[diss_quack's solution](#)

319.

100959I

[Robots](#) · [Tutorial](#)

Rating: — · first AC: 2026-02-16 · C++20 (GCC 13-64) (first AC) · Tags: —
[diss_quack's solution](#)

320.

100959B

[Airports](#) · [Tutorial](#)

Rating: — · first AC: 2026-02-15 · C++20 (GCC 13-64) (first AC) · Tags: —
[diss_quack's solution](#)

321.

100959L

[String Modification](#) · [Tutorial](#)

Rating: — · first AC: 2026-02-15 · C++20 (GCC 13-64) (first AC) · Tags: —
[diss_quack's solution](#)

322.

100959E

[Mirror Rice Cake](#) · [Tutorial](#)

Rating: — · first AC: 2026-02-15 · C++20 (GCC 13-64) (first AC) · Tags: —
[diss_quack's solution](#)

323.

105883D

[Why Does Every Baozii Cup Have a GCD Problem](#) · [Tutorial](#)

Rating: — · first AC: 2026-02-15 · C++20 (GCC 13-64) (first AC) · Tags: —
[diss_quack's solution](#)

324.

105883B

[Firefly's Favourite Problem](#) · [Tutorial](#)

Rating: — · first AC: 2026-02-15 · C++20 (GCC 13-64) (first AC) · Tags: —
[diss_quack's solution](#)

325.

105883I

[Two Squared Equals Four](#) · [Tutorial](#)

Rating: — · first AC: 2026-02-15 · C++17 (GCC 7-32) (first AC) · Tags: —
[diss_quack's solution](#)

326.

105883A

[Beautiful Substrings](#) · [Tutorial](#)

Rating: — · first AC: 2026-02-15 · C++20 (GCC 13-64) (first AC) · Tags: —
[diss_quack's solution](#)

327.

105883K

[Boring Tree](#) · [Tutorial](#)

Rating: — · first AC: 2026-02-15 · C++20 (GCC 13-64) (first AC) · Tags: —
[diss_quack's solution](#)

328.

105883E

[Another GCD](#) · [Tutorial](#)

Rating: — · first AC: 2026-02-14 · C++20 (GCC 13-64) (first AC) · Tags: —
[diss_quack's solution](#)

329.

105883H

[Dilworth's Theorem](#) · [Tutorial](#)

Rating: — · first AC: 2026-02-14 · C++20 (GCC 13-64) (first AC) · Tags: —
[diss_quack's solution](#)

330.

105883G

[Fatalerror: Implementation Failed](#) · [Tutorial](#)

Rating: — · first AC: 2026-02-14 · C++20 (GCC 13-64) (first AC) · Tags: —
[diss_quack's solution](#)

331.

105883J

[HDZ Explosion](#) · [Tutorial](#)

Rating: — · first AC: 2026-02-14 · C++20 (GCC 13-64) (first AC) · Tags: —
[diss_quack's solution](#)

332.

100430D

[GridBagLayout](#) · [Tutorial](#)

Rating: — · first AC: 2026-01-28 · C++20 (GCC 13-64) (first AC) · Tags: —
[diss_quack's solution](#)

333.

100430I

[Roads](#) · [Tutorial](#)

Rating: — · first AC: 2026-01-28 · C++20 (GCC 13-64) (first AC) · Tags: —
[diss_quack's solution](#)

334.

100430E

[Hot Potato Routing](#) · [Tutorial](#)

Rating: — · first AC: 2026-01-12 · C++20 (GCC 13-64) (first AC) · Tags: —
[diss_quack's solution](#)

335.

100430G

[Magic Potions](#) · [Tutorial](#)

Rating: — · first AC: 2026-01-12 · C++20 (GCC 13-64) (first AC) · Tags: —
[diss_quack's solution](#)

336.

100430F

[Knapsack Problem](#) · [Tutorial](#)

Rating: — · first AC: 2026-01-12 · C++20 (GCC 13-64) (first AC) · Tags: —
[diss_quack's solution](#)

337.

100430A

[Chip Installation](#) · [Tutorial](#)

Rating: — · first AC: 2026-01-12 · C++20 (GCC 13-64) (first AC) · Tags: —
[diss_quack's solution](#)

338.

100430J

[Squary Set](#) · [Tutorial](#)

Rating: — · first AC: 2026-01-12 · C++20 (GCC 13-64) (first AC) · Tags: —
[diss_quack's solution](#)

339.

100430H

[Restoring Permutation](#) · [Tutorial](#)

Rating: — · first AC: 2026-01-11 · C++20 (GCC 13-64) (first AC) · Tags: —
[diss_quack's solution](#)

340.

105388I

[Geometry Hacking](#) · [Tutorial](#)

Rating: — · first AC: 2025-12-24 · PyPy 3-64 (first AC) · Tags: —
[diss_quack's solution](#)

341.

105388B

[Square Locator](#) · [Tutorial](#)

Rating: — · first AC: 2025-12-24 · C++20 (GCC 13-64) (first AC) · Tags: —
[diss_quack's solution](#)

342.

105388J

[Non-Interactive Nim](#) · [Tutorial](#)

Rating: — · first AC: 2025-12-23 · C++20 (GCC 13-64) (first AC) · Tags: —
[diss_quack's solution](#)

343.

105388H

[Game Design](#) · [Tutorial](#)

Rating: — · first AC: 2025-12-23 · C++20 (GCC 13-64) (first AC) · Tags: —
[diss_quack's solution](#)

344.

105388A

[Coprime Array](#) · [Tutorial](#)

Rating: — · first AC: 2025-12-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
[diss_quack's solution](#)

345.

105388K

[String and Nails](#) · [Tutorial](#)

Rating: — · first AC: 2025-12-23 · C++20 (GCC 13-64) (first AC) · Tags: —
[diss_quack's solution](#)

346.

100520I

[Informatics Final Project](#) · [Tutorial](#)

Rating: — · first AC: 2025-12-22 · C++20 (GCC 13-64) (first AC) · Tags: —
[diss_quack's solution](#)

347.

106195L

[Birthday bash](#) · [Tutorial](#)

Rating: — · first AC: 2025-12-21 · C++20 (GCC 13-64) (first AC) · Tags: —
[diss_quack's solution](#)

348.

106195D1

[Networking \(easy version\)](#) · [Tutorial](#)

Rating: — · first AC: 2025-12-19 · C++20 (GCC 13-64) (first AC) · Tags: —
[diss_quack's solution](#)

349.

106195F

[Peter's polygon problem](#) · [Tutorial](#)

Rating: — · first AC: 2025-12-19 · C++20 (GCC 13-64) (first AC) · Tags: —
[diss_quack's solution](#)

350.

106185G

[Number of Faces](#) · [Tutorial](#)

Rating: — · first AC: 2025-12-15 · C++20 (GCC 13-64) (first AC) · Tags: —
[diss_quack's solution](#)

351.

100199C

[New Year Bonus Grant](#) · [Tutorial](#)

Rating: — · first AC: 2025-12-15 · C++20 (GCC 13-64) (first AC) · Tags: —
[diss_quack's solution](#)

352.

101237J

[Dividing Area](#) · [Tutorial](#)

Rating: — · first AC: 2025-12-15 · C++20 (GCC 13-64) (first AC) · Tags: —
[diss_quack's solution](#)

353.

106250B

[Avoid Copyright Infringement](#) · [Tutorial](#)

Rating: — · first AC: 2025-12-09 · C++20 (GCC 13-64) (first AC) · Tags: —
[diss_quack's solution](#)

354.

106250A

[67](#) · [Tutorial](#)

Rating: — · first AC: 2025-12-09 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
[diss_quack's solution](#)

355.

100198G

[PL/Cool](#) · [Tutorial](#)

Rating: — · first AC: 2025-12-08 · C++20 (GCC 13-64) (first AC) · Tags: —
[diss_quack's solution](#)

356.

100198F

[Weird Dissimilarity](#) · [Tutorial](#)

Rating: — · first AC: 2025-12-08 · C++20 (GCC 13-64) (first AC) · Tags: —
[diss_quack's solution](#)

357.

100198E

[Strong Defence](#) · [Tutorial](#)

Rating: — · first AC: 2025-12-08 · C++20 (GCC 13-64) (first AC) · Tags: —
[diss_quack's solution](#)

358.

100198A

[Areas](#) · [Tutorial](#)

Rating: — · first AC: 2025-12-07 · C++20 (GCC 13-64) (first AC) · Tags: —
[diss_quack's solution](#)

359.

100198H

[Royal Federation](#) · [Tutorial](#)

Rating: — · first AC: 2025-12-07 · C++20 (GCC 13-64) (first AC) · Tags: —
[diss_quack's solution](#)

360.

100198B

[Beloved Sons](#) · [Tutorial](#)

Rating: — · first AC: 2025-12-07 · C++20 (GCC 13-64) (first AC) · Tags: —
[diss_quack's solution](#)

361.

100198I

[Two Cylinders](#) · [Tutorial](#)

Rating: — · first AC: 2025-12-07 · C++20 (GCC 13-64) (first AC) · Tags: —
[diss_quack's solution](#)

362.

100517E

[Exam Scoring](#) · [Tutorial](#)

Rating: — · first AC: 2025-11-29 · C++20 (GCC 13-64) (first AC) · Tags: —
[diss_quack's solution](#)

363.

100357B

[Chip Reconstruction](#) · [Tutorial](#)

Rating: — · first AC: 2025-11-25 · C++20 (GCC 13-64) (first AC) · Tags: —
[diss_quack's solution](#)

364.

100357A

[Casino](#) · [Tutorial](#)

Rating: — · first AC: 2025-11-25 · C++20 (GCC 13-64) (first AC) · Tags: —
[diss_quack's solution](#)

365.

100357C

[Convex Hull](#) · [Tutorial](#)

Rating: — · first AC: 2025-11-25 · C++20 (GCC 13-64) (first AC) · Tags: —
[diss_quack's solution](#)

366.

103081M

[Fantasmagorie](#) · [Tutorial](#)

Rating: — · first AC: 2025-11-13 · PyPy 3-64 (first AC) · Tags: —

[diss_quack's solution](#)

367.

106185E

[To Be Discontinued](#) · [Tutorial](#)

Rating: — · first AC: 2025-11-13 · C++20 (GCC 13-64) (first AC) · Tags: —

[diss_quack's solution](#)

368.

106185D

[Ancient Game Board](#) · [Tutorial](#)

Rating: — · first AC: 2025-11-13 · C++20 (GCC 13-64) (first AC) · Tags: —

[diss_quack's solution](#)

369.

106185C

[Calendar of an Enthusiastic Worker](#) · [Tutorial](#)

Rating: — · first AC: 2025-11-13 · PyPy 3-64 (first AC) · Tags: —

[diss_quack's solution](#)

370.

106185B

[Prefix and Suffix Can Be the Same](#) · [Tutorial](#)

Rating: — · first AC: 2025-11-12 · PyPy 3-64 (first AC) · Tags: —

[diss_quack's solution](#)

371.

106185A

[2025](#) · [Tutorial](#)

Rating: — · first AC: 2025-11-12 · PyPy 3-64 (first AC) · Tags: —

[diss_quack's solution](#)

372.

106160E

[Excruciating Elevators](#) · [Tutorial](#)

Rating: — · first AC: 2025-11-12 · C++20 (GCC 13-64) (first AC) · Tags: —

[diss_quack's solution](#)

373.

106160L

[Linguistic Labyrinth](#) · [Tutorial](#)

Rating: — · first AC: 2025-11-12 · C++20 (GCC 13-64) (first AC) · Tags: —

[diss_quack's solution](#)

374.

106160F

[Faulty Connection](#) · [Tutorial](#)

Rating: — · first AC: 2025-11-10 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[diss_quack's solution](#)

375.

106160D

[Duo Detection](#) · [Tutorial](#)

Rating: — · first AC: 2025-11-09 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[diss_quack's solution](#)

376.

106160C

[Coherency](#) · [Tutorial](#)

Rating: — · first AC: 2025-11-09 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[diss_quack's solution](#)

377.

106160B

[Boggle Sort](#) · [Tutorial](#)

Rating: — · first AC: 2025-11-09 · PyPy 3-64 (first AC) · Tags: —

[diss_quack's solution](#)

378.

106160G

[Garbage In, Garbage Out](#) · [Tutorial](#)

Rating: — · first AC: 2025-11-09 · C++20 (GCC 13-64) (first AC) · Tags: —

[diss_quack's solution](#)

379.

106160H

[Homesick](#) · [Tutorial](#)

Rating: — · first AC: 2025-11-09 · C++20 (GCC 13-64) (first AC) · Tags: —

[diss_quack's solution](#)

380.

106160A

[Accidental Arithmetic](#) · [Tutorial](#)

Rating: — · first AC: 2025-11-09 · PyPy 3-64 (first AC) · Tags: —

[diss_quack's solution](#)

381.

106160K

[Knowing the Clock](#) · [Tutorial](#)

Rating: — · first AC: 2025-11-09 · PyPy 3-64 (first AC) · Tags: —

[diss_quack's solution](#)

382.

106160J

[Jacobi Numbers](#) · [Tutorial](#)

Rating: — · first AC: 2025-11-09 · PyPy 3-64 (first AC) · Tags: —

[diss_quack's solution](#)

383.

106160I

[Intermill Logistics](#) · [Tutorial](#)

Rating: — · first AC: 2025-11-09 · PyPy 3-64 (first AC) · Tags: —

[diss_quack's solution](#)

384.

106124J

[Jump](#) · [Tutorial](#)

Rating: — · first AC: 2025-11-02 · last AC: 2025-11-04 · PyPy 3-64 (first AC) · Tags: —

[diss_quack's solution](#)

385.

104873H

[Halves Not Equal](#) · [Tutorial](#)

Rating: — · first AC: 2025-11-03 · PyPy 3-64 (first AC) · Tags: —

[diss_quack's solution](#)

386.

104873J

[Joined Vessels](#) · [Tutorial](#)

Rating: — · first AC: 2025-11-03 · C++20 (GCC 13-64) (first AC) · Tags: —

[diss_quack's solution](#)

387.

100608J

[Jinxiety of a Polyomino](#) · [Tutorial](#)

Rating: — · first AC: 2025-11-03 · C++20 (GCC 13-64) (first AC) · Tags: —

[diss_quack's solution](#)

388.

100608D

[Decomposable Single Word Languages](#) · [Tutorial](#)

Rating: — · first AC: 2025-11-03 · C++20 (GCC 13-64) (first AC) · Tags: —
[diss_quack's solution](#)

389.

100608A

[Ambitious Plan](#) · [Tutorial](#)

Rating: — · first AC: 2025-11-03 · C++20 (GCC 13-64) (first AC) · Tags: —
[diss_quack's solution](#)

390.

100608F

[Four Colors](#) · [Tutorial](#)

Rating: — · first AC: 2025-11-03 · C++20 (GCC 13-64) (first AC) · Tags: —
[diss_quack's solution](#)

391.

100608G

[Greater Number Wins](#) · [Tutorial](#)

Rating: — · first AC: 2025-11-03 · C++20 (GCC 13-64) (first AC) · Tags: —
[diss_quack's solution](#)

392.

100608E

[Elegant Square](#) · [Tutorial](#)

Rating: — · first AC: 2025-11-02 · C++20 (GCC 13-64) (first AC) · Tags: —
[diss_quack's solution](#)

393.

106124E

[Egyptian Equality](#) · [Tutorial](#)

Rating: — · first AC: 2025-11-02 · C++20 (GCC 13-64) (first AC) · Tags: —
[diss_quack's solution](#)

394.

106124C

[Crochet Competition](#) · [Tutorial](#)

Rating: — · first AC: 2025-11-01 · C++20 (GCC 13-64) (first AC) · Tags: —
[diss_quack's solution](#)

395.

106124B

[Bohemian Bookshelf](#) · [Tutorial](#)

Rating: — · first AC: 2025-11-01 · C++20 (GCC 13-64) (first AC) · Tags: —
[diss_quack's solution](#)

396.

106124D

[Dune Dash](#) · [Tutorial](#)

Rating: — · first AC: 2025-11-01 · C++20 (GCC 13-64) (first AC) · Tags: —
[diss_quack's solution](#)

397.

106124I

[Instagraph](#) · [Tutorial](#)

Rating: — · first AC: 2025-11-01 · C++20 (GCC 13-64) (first AC) · Tags: —
[diss_quack's solution](#)

398.

106124G

[Gotta Trade Some of 'Em](#) · [Tutorial](#)

Rating: — · first AC: 2025-11-01 · C++20 (GCC 13-64) (first AC) · Tags: —
[diss_quack's solution](#)

399.

106124K

[km/h](#) · [Tutorial](#)

Rating: — · first AC: 2025-11-01 · C++20 (GCC 13-64) (first AC) · Tags: —
[diss_quack's solution](#)

400.

106124A

[Arithmetic Adaptation](#) · [Tutorial](#)

Rating: — · first AC: 2025-11-01 · C++20 (GCC 13-64) (first AC) · Tags: —
[diss_quack's solution](#)

401.

101630D

[Designing the Toy](#) · [Tutorial](#)

Rating: — · first AC: 2025-10-27 · C++20 (GCC 13-64) (first AC) · Tags: —
[diss_quack's solution](#)

402.

103081C

[Safe Distance](#) · [Tutorial](#)

Rating: — · first AC: 2025-10-26 · C++20 (GCC 13-64) (first AC) · Tags: —
[diss_quack's solution](#)

403.

103081G

[Decoration](#) · [Tutorial](#)

Rating: — · first AC: 2025-10-26 · C++20 (GCC 13-64) (first AC) · Tags: —
[diss_quack's solution](#)

404.

103081H

[Figurines](#) · [Tutorial](#)

Rating: — · first AC: 2025-10-26 · C++20 (GCC 13-64) (first AC) · Tags: —
[diss_quack's solution](#)

405.

103081D

[Jogging](#) · [Tutorial](#)

Rating: — · first AC: 2025-10-25 · C++20 (GCC 13-64) (first AC) · Tags: —
[diss_quack's solution](#)

406.

103081L

[Restaurants](#) · [Tutorial](#)

Rating: — · first AC: 2025-10-25 · PyPy 3-64 (first AC) · Tags: —
[diss_quack's solution](#)

407.

103081I

[Emails](#) · [Tutorial](#)

Rating: — · first AC: 2025-10-25 · C++20 (GCC 13-64) (first AC) · Tags: —
[diss_quack's solution](#)

408.

103081K

[Unique Activities](#) · [Tutorial](#)

Rating: — · first AC: 2025-10-25 · C++20 (GCC 13-64) (first AC) · Tags: —
[diss_quack's solution](#)

409.

103081F

[Mentors](#) · [Tutorial](#)

Rating: — · first AC: 2025-10-25 · C++20 (GCC 13-64) (first AC) · Tags: —
[diss_quack's solution](#)

410.

103081E

[Cakes](#) · [Tutorial](#)

Rating: — · first AC: 2025-10-25 · C++20 (GCC 13-64) (first AC) · Tags: —
[diss_quack's solution](#)

411.

103081A

[Gratitude](#) · [Tutorial](#)

Rating: — · first AC: 2025-10-25 · C++20 (GCC 13-64) (first AC) · Tags: —
[diss_quack's solution](#)

412.

104873L

[LED-led Paths](#) · [Tutorial](#)

Rating: — · first AC: 2025-10-12 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
[diss_quack's solution](#)

413.

104873C

[Counting Stairs](#) · [Tutorial](#)

Rating: — · first AC: 2025-10-11 · C++20 (GCC 13-64) (first AC) · Tags: —
[diss_quack's solution](#)

414.

104873G

[Generalized German Quotation](#) · [Tutorial](#)

Rating: — · first AC: 2025-10-11 · C++20 (GCC 13-64) (first AC) · Tags: —
[diss_quack's solution](#)

415.

104873B

[Building a Stair](#) · [Tutorial](#)

Rating: — · first AC: 2025-10-11 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
[diss_quack's solution](#)

416.

104873A

[Accumulator Battery](#) · [Tutorial](#)

Rating: — · first AC: 2025-10-11 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
[diss_quack's solution](#)

417.

104873E

[Email Destruction](#) · [Tutorial](#)

Rating: — · first AC: 2025-10-11 · C++20 (GCC 13-64) (first AC) · Tags: —
[diss_quack's solution](#)

418.

104020H

[House Numbering](#) · [Tutorial](#)

Rating: — · first AC: 2025-09-25 · C++20 (GCC 13-64) (first AC) · Tags: —
[diss_quack's solution](#)

419.

104020L

[Lowest Latency](#) · [Tutorial](#)

Rating: — · first AC: 2025-09-25 · C++20 (GCC 13-64) (first AC) · Tags: —
[diss_quack's solution](#)

420.

104020A

[Adjusted Average](#) · [Tutorial](#)

Rating: — · first AC: 2025-09-25 · C++20 (GCC 13-64) (first AC) · Tags: —
[diss_quack's solution](#)

421.

106084J

[Gas Station](#) · [Tutorial](#)

Rating: — · first AC: 2025-09-22 · C++20 (GCC 13-64) (first AC) · Tags: —
[diss_quack's solution](#)

422.

106084D

[Palindromic Distance](#) · [Tutorial](#)

Rating: — · first AC: 2025-09-22 · C++20 (GCC 13-64) (first AC) · Tags: —
[diss_quack's solution](#)

423.

106084E

[Explosive Slabstones Rearrangement](#) · [Tutorial](#)

Rating: — · first AC: 2025-09-22 · C++20 (GCC 13-64) (first AC) · Tags: —
[diss_quack's solution](#)

424.

106084L

[Stapler](#) · [Tutorial](#)

Rating: — · first AC: 2025-09-22 · C++20 (GCC 13-64) (first AC) · Tags: —
[diss_quack's solution](#)

425.

106084C

[One-Way Abyss](#) · [Tutorial](#)

Rating: — · first AC: 2025-09-22 · C++20 (GCC 13-64) (first AC) · Tags: —
[diss_quack's solution](#)

426.

106084B

[Twin Guardians](#) · [Tutorial](#)

Rating: — · first AC: 2025-09-22 · C++20 (GCC 13-64) (first AC) · Tags: —
[diss_quack's solution](#)

427.

106084A

[Take It or Double It](#) · [Tutorial](#)

Rating: — · first AC: 2025-09-22 · C++20 (GCC 13-64) (first AC) · Tags: —
[diss_quack's solution](#)

428.

104790K

[King of the Hill](#) · [Tutorial](#)

Rating: — · first AC: 2025-09-19 · C++20 (GCC 13-64) (first AC) · Tags: —
[diss_quack's solution](#)

429.

104790H

[Hidden Art](#) · [Tutorial](#)

Rating: — · first AC: 2025-09-19 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
[diss_quack's solution](#)

430.

104790L

[Locking Doors](#) · [Tutorial](#)

Rating: — · first AC: 2025-09-18 · C++20 (GCC 13-64) (first AC) · Tags: —
[diss_quack's solution](#)

431.

104790C

[Compressing Commands](#) · [Tutorial](#)

Rating: — · first AC: 2025-09-18 · C++17 (GCC 7-32) (first AC) · Tags: —
[diss_quack's solution](#)

432.

104790E

[Exam Study Planning](#) · [Tutorial](#)

Rating: — · first AC: 2025-09-18 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
[diss_quack's solution](#)

433.

104790G

[Geometry Game](#) · [Tutorial](#)

Rating: — · first AC: 2025-09-18 · PyPy 3-64 (first AC) · Tags: —
[diss_quack's solution](#)

434.

104790J

[Jungle Job](#) · [Tutorial](#)

Rating: — · first AC: 2025-09-18 · C++20 (GCC 13-64) (first AC) · Tags: —
[diss_quack's solution](#)

435.

104790F

[Funicular Frenzy](#) · [Tutorial](#)

Rating: — · first AC: 2025-09-18 · C++20 (GCC 13-64) (first AC) · Tags: —
[diss_quack's solution](#)

436.

104790A

[\texttt{apt upgrade}](#) · [Tutorial](#)

Rating: — · first AC: 2025-09-18 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
[diss_quack's solution](#)

437.

104790B

[Battle Bots](#) · [Tutorial](#)

Rating: — · first AC: 2025-09-18 · C++20 (GCC 13-64) (first AC) · Tags: —
[diss_quack's solution](#)

438.

104790D

[Democratic Naming](#) · [Tutorial](#)

Rating: — · first AC: 2025-09-18 · C++20 (GCC 13-64) (first AC) · Tags: —
[diss_quack's solution](#)

439.

100338I

[TV Show](#) · [Tutorial](#)

Rating: — · first AC: 2025-09-17 · C++20 (GCC 13-64) (first AC) · Tags: —
[diss_quack's solution](#)

440.

100338H

[High Speed Trains](#) · [Tutorial](#)

Rating: — · first AC: 2025-09-16 · PyPy 3-64 (first AC) · Tags: —
[diss_quack's solution](#)

441.

100338C

[Important Roads](#) · [Tutorial](#)

Rating: — · first AC: 2025-09-16 · C++20 (GCC 13-64) (first AC) · Tags: —
[diss_quack's solution](#)

442.

100338E

[Numbers](#) · [Tutorial](#)

Rating: — · first AC: 2025-09-16 · C++20 (GCC 13-64) (first AC) · Tags: —
[diss_quack's solution](#)

443.

105492L

[Levelling Locks](#) · [Tutorial](#)

Rating: — · first AC: 2025-09-03 · PyPy 3-64 (first AC) · Tags: —

[diss_quack's solution](#)

444.

105492B

[Buggy Blinkers](#) · [Tutorial](#)

Rating: — · first AC: 2025-09-03 · C++17 (GCC 7-32) (first AC) · Tags: —

[diss_quack's solution](#)

445.

105492M

[Museum Visit](#) · [Tutorial](#)

Rating: — · first AC: 2025-09-03 · C++17 (GCC 7-32) (first AC) · Tags: —

[diss_quack's solution](#)

446.

105492F

[Failing Factory](#) · [Tutorial](#)

Rating: — · first AC: 2025-09-03 · C++20 (GCC 13-64) (first AC) · Tags: —

[diss_quack's solution](#)

447.

105492K

[Karaoke Compression](#) · [Tutorial](#)

Rating: — · first AC: 2025-09-03 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[diss_quack's solution](#)

448.

105492I

[Interrail Pass](#) · [Tutorial](#)

Rating: — · first AC: 2025-09-03 · C++17 (GCC 7-32) (first AC) · Tags: —

[diss_quack's solution](#)

449.

105492E

[Extraterrestrial Exploration](#) · [Tutorial](#)

Rating: — · first AC: 2025-09-03 · C++20 (GCC 13-64) (first AC) · Tags: —

[diss_quack's solution](#)

450.

105492G

[Grocery Greed](#) · [Tutorial](#)

Rating: — · first AC: 2025-09-03 · C++20 (GCC 13-64) (first AC) · Tags: —

[diss_quack's solution](#)

451.

105492A

[``Aaawww...'' or ``Aaayyy!!!''](#) · [Tutorial](#)

Rating: — · first AC: 2025-09-03 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[diss_quack's solution](#)

452.

105492J

[Jumbled Scoreboards](#) · [Tutorial](#)

Rating: — · first AC: 2025-09-03 · PyPy 3-64 (first AC) · Tags: —

[diss_quack's solution](#)

453.

102576E

[Contamination](#) · [Tutorial](#)

Rating: — · first AC: 2025-08-30 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[diss_quack's solution](#)

454.

102576H

[Lighthouses](#) · [Tutorial](#)

Rating: — · first AC: 2025-08-30 · C++17 (GCC 7-32) (first AC) · Tags: —

[diss_quack's solution](#)

455.

102576J

[Space Gophers](#) · [Tutorial](#)

Rating: — · first AC: 2025-08-30 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[diss_quack's solution](#)

456.

102576G

[Invited Speakers](#) · [Tutorial](#)

Rating: — · first AC: 2025-08-30 · C++20 (GCC 13-64) (first AC) · Tags: —

[diss_quack's solution](#)

457.

102576I

[Sum of Palindromes](#) · [Tutorial](#)

Rating: — · first AC: 2025-08-30 · C++17 (GCC 7-32) (first AC) · Tags: —

[diss_quack's solution](#)

458.

102576L

[Wizards Unite](#) · [Tutorial](#)

Rating: — · first AC: 2025-08-30 · PyPy 3-64 (first AC) · Tags: —

[diss_quack's solution](#)

459.

102576B

[Binomial](#) · [Tutorial](#)

Rating: — · first AC: 2025-08-30 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[diss_quack's solution](#)

460.

101237F

[Just Another Sequence Problem](#) · [Tutorial](#)

Rating: — · first AC: 2025-08-03 · C++20 (GCC 13-64) (first AC) · Tags: —

[diss_quack's solution](#)

461.

101237D

[Short Enough Task](#) · [Tutorial](#)

Rating: — · first AC: 2025-08-03 · C++20 (GCC 13-64) (first AC) · Tags: —

[diss_quack's solution](#)

462.

101237A

[MEX-Query](#) · [Tutorial](#)

Rating: — · first AC: 2025-08-03 · C++20 (GCC 13-64) (first AC) · Tags: —

[diss_quack's solution](#)

463.

104925B

[Binary Sequence](#) · [Tutorial](#)

Rating: — · first AC: 2025-07-20 · C++20 (GCC 13-64) (first AC) · Tags: —

[diss_quack's solution](#)

464.

104925I

[Rebellious Edge](#) · [Tutorial](#)

Rating: — · first AC: 2025-07-20 · C++20 (GCC 13-64) (first AC) · Tags: —

[diss_quack's solution](#)

465.

104925G

[LCA Counting](#) · [Tutorial](#)

Rating: — · first AC: 2025-07-20 · C++17 (GCC 7-32) (first AC) · Tags: —
[diss_quack's solution](#)

466.

104925E

[Freshman's Dream](#) · [Tutorial](#)

Rating: — · first AC: 2025-07-20 · C++20 (GCC 13-64) (first AC) · Tags: —
[diss_quack's solution](#)

467.

104945L

[Broken trophy](#) · [Tutorial](#)

Rating: — · first AC: 2025-07-12 · C++20 (GCC 13-64) (first AC) · Tags: —
[diss_quack's solution](#)

468.

104945C

[Metro quiz](#) · [Tutorial](#)

Rating: — · first AC: 2025-07-12 · C++20 (GCC 13-64) (first AC) · Tags: —
[diss_quack's solution](#)

469.

104945B

[Supporting everyone](#) · [Tutorial](#)

Rating: — · first AC: 2025-07-12 · C++17 (GCC 7-32) (first AC) · Tags: —
[diss_quack's solution](#)

470.

104945E

[Nicest view](#) · [Tutorial](#)

Rating: — · first AC: 2025-07-12 · C++17 (GCC 7-32) (first AC) · Tags: —
[diss_quack's solution](#)

471.

104945J

[Olympic goodies](#) · [Tutorial](#)

Rating: — · first AC: 2025-07-12 · PyPy 3-64 (first AC) · Tags: —
[diss_quack's solution](#)

472.

104945F

[Programming-trampoline-athlon!](#) · [Tutorial](#)

Rating: — · first AC: 2025-07-12 · C++17 (GCC 7-32) (first AC) · Tags: —
[diss_quack's solution](#)

473.

104945A

[Card game](#) · [Tutorial](#)

Rating: — · first AC: 2025-07-12 · C++17 (GCC 7-32) (first AC) · Tags: —
[diss_quack's solution](#)

474.

104945K

[Team selection](#) · [Tutorial](#)

Rating: — · first AC: 2025-07-12 · C++17 (GCC 7-32) (first AC) · Tags: —
[diss_quack's solution](#)

475.

104945I

[Throwing dice](#) · [Tutorial](#)

Rating: — · first AC: 2025-07-12 · C++17 (GCC 7-32) (first AC) · Tags: —
[diss_quack's solution](#)

476.

105699G

[Geo Sharding](#) · [Tutorial](#)

Rating: — · first AC: 2025-05-10 · PyPy 3-64 (first AC) · Tags: —
[diss_quack's solution](#)

477.

105699I

[Interactive Casino](#) · [Tutorial](#)

Rating: — · first AC: 2025-05-10 · PyPy 3-64 (first AC) · Tags: —
[diss_quack's solution](#)

478.

105699E

[Equal Strings](#) · [Tutorial](#)

Rating: — · first AC: 2025-05-10 · C++20 (GCC 13-64) (first AC) · Tags: —
[diss_quack's solution](#)

479.

105699M

[Meta](#) · [Tutorial](#)

Rating: — · first AC: 2025-05-10 · PyPy 3-64 (first AC) · Tags: —
[diss_quack's solution](#)

480.

104479H

[Highest Median Walk](#) · [Tutorial](#)

Rating: — · first AC: 2025-04-27 · C++20 (GCC 13-64) (first AC) · Tags: —
[diss_quack's solution](#)

481.

104479D

[DAG Probability](#) · [Tutorial](#)

Rating: — · first AC: 2025-04-26 · C++20 (GCC 13-64) (first AC) · Tags: —
[diss_quack's solution](#)

482.

104479E

[Erase the Primes](#) · [Tutorial](#)

Rating: — · first AC: 2025-04-26 · C++20 (GCC 13-64) (first AC) · Tags: —
[diss_quack's solution](#)

483.

104479L

[Lying Faces](#) · [Tutorial](#)

Rating: — · first AC: 2025-04-26 · PyPy 3-64 (first AC) · Tags: —
[diss_quack's solution](#)

484.

104479G

[Guessing by Divisibility](#) · [Tutorial](#)

Rating: — · first AC: 2025-04-26 · PyPy 3-64 (first AC) · Tags: —
[diss_quack's solution](#)

485.

104479C

[Convolution](#) · [Tutorial](#)

Rating: — · first AC: 2025-04-26 · C++20 (GCC 13-64) (first AC) · Tags: —
[diss_quack's solution](#)

486.

102538F

[Farm of Monsters](#) · [Tutorial](#)

Rating: — · first AC: 2025-03-01 · C++17 (GCC 7-32) (first AC) · Tags: —
[diss_quack's solution](#)

487.

103098E

[Even Intervals](#) · [Tutorial](#)

Rating: — · first AC: 2025-02-01 · C++20 (GCC 13-64) (first AC) · Tags: —
[diss_quack's solution](#)

488.

103098A

[Adjacent Rooks](#) · [Tutorial](#)

Rating: — · first AC: 2025-01-31 · C++20 (GCC 13-64) (first AC) · Tags: —
[diss_quack's solution](#)

489.

103098K

[Königsberg Bridges](#) · [Tutorial](#)

Rating: — · first AC: 2025-01-31 · C++20 (GCC 13-64) (first AC) · Tags: —
[diss_quack's solution](#)

490.

103098J

[Joyful Numbers](#) · [Tutorial](#)

Rating: — · first AC: 2025-01-31 · C++20 (GCC 13-64) (first AC) · Tags: —
[diss_quack's solution](#)

491.

103098C

[Cartesian MST](#) · [Tutorial](#)

Rating: — · first AC: 2025-01-31 · C++20 (GCC 13-64) (first AC) · Tags: —
[diss_quack's solution](#)

492.

103098I

[Interesting Scoring Systems](#) · [Tutorial](#)

Rating: — · first AC: 2025-01-31 · C++20 (GCC 13-64) (first AC) · Tags: —
[diss_quack's solution](#)

493.

100960H

[Garland Checking](#) · [Tutorial](#)

Rating: — · first AC: 2025-01-17 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
[diss_quack's solution](#)

494.

100960C

[Missing Part](#) · [Tutorial](#)

Rating: — · first AC: 2025-01-17 · C++20 (GCC 13-64) (first AC) · Tags: —
[diss_quack's solution](#)

495.

100960F

[The Jedi Killer](#) · [Tutorial](#)

Rating: — · first AC: 2025-01-17 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
[diss_quack's solution](#)

496.

100960B

[Forcefield](#) · [Tutorial](#)

Rating: — · first AC: 2025-01-17 · C++20 (GCC 13-64) (first AC) · Tags: —
[diss_quack's solution](#)

497.

101385B

[Random Domino Placements](#) · [Tutorial](#)

Rating: — · first AC: 2024-11-20 · C++17 (GCC 7-32) (first AC) · Tags: —
[diss_quack's solution](#)

498.

105214J

[Jumbled Primes](#) · [Tutorial](#)

Rating: — · first AC: 2024-11-20 · PyPy 3-64 (first AC) · Tags: —

[diss_quack's solution](#)

499.

103261F

[Face Recognition Algorithm](#) · [Tutorial](#)

Rating: — · first AC: 2024-11-11 · C++20 (GCC 13-64) (first AC) · Tags: —

[diss_quack's solution](#)

500.

103261G

[Petr's Algorithm](#) · [Tutorial](#)

Rating: — · first AC: 2024-11-11 · C++20 (GCC 13-64) (first AC) · Tags: —

[diss_quack's solution](#)

501.

101385I

[Lies, Damned Lies, and Statistics](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-30 · PyPy 3-64 (first AC) · Tags: —

[diss_quack's solution](#)

502.

101385G

[Power Sum Graphs](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-26 · C++20 (GCC 13-64) (first AC) · Tags: —

[diss_quack's solution](#)

503.

101385C

[Two Equal Squares](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-26 · C++20 (GCC 13-64) (first AC) · Tags: —

[diss_quack's solution](#)

504.

101385E

[Alternate Jumping](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-26 · C++20 (GCC 13-64) (first AC) · Tags: —

[diss_quack's solution](#)

505.

105214F

[Football in Osijek](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-25 · C++20 (GCC 13-64) (first AC) · Tags: —

[diss_quack's solution](#)

506.

105214K

[King's Dinner](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-25 · C++20 (GCC 13-64) (first AC) · Tags: —

[diss_quack's solution](#)

507.

105214C

[Curly Palindromes](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-25 · C++20 (GCC 13-64) (first AC) · Tags: —

[diss_quack's solution](#)

508.

105214D

[Division 3 Polyglot](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-25 · C++20 (GCC 13-64) (first AC) · Tags: —

[diss_quack's solution](#)

509.

104030H

[Highest Hill](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-12 · last AC: 2024-10-14 · C++20 (GCC 13-64) (first AC) · Tags: —
[diss_quack's solution](#)

510.

104030G

[Graduation Guarantee](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-12 · last AC: 2024-10-14 · C++20 (GCC 13-64) (first AC) · Tags: —
[diss_quack's solution](#)

511.

104030D

[Disc District](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-12 · last AC: 2024-10-14 · C++20 (GCC 13-64) (first AC) · Tags: —
[diss_quack's solution](#)

512.

104030C

[Coffee Cup Combo](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-12 · last AC: 2024-10-14 · C++20 (GCC 13-64) (first AC) · Tags: —
[diss_quack's solution](#)

513.

104030B

[Berry Battle](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-12 · last AC: 2024-10-14 · C++20 (GCC 13-64) (first AC) · Tags: —
[diss_quack's solution](#)

514.

104030A

[Ace Arbitrator](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-12 · last AC: 2024-10-14 · C++20 (GCC 13-64) (first AC) · Tags: —
[diss_quack's solution](#)

515.

104030J

[Junk Journey](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-12 · C++20 (GCC 13-64) (first AC) · Tags: —
[diss_quack's solution](#)

516.

102268C

[Cool Pairs](#) · [Tutorial](#)

Rating: — · first AC: 2024-09-28 · C++17 (GCC 7-32) (first AC) · Tags: —
[diss_quack's solution](#)

517.

102268B

[Best Subsequence](#) · [Tutorial](#)

Rating: — · first AC: 2024-09-28 · C++17 (GCC 7-32) (first AC) · Tags: —
[diss_quack's solution](#)

518.

102268F

[Free Edges](#) · [Tutorial](#)

Rating: — · first AC: 2024-09-28 · C++17 (GCC 7-32) (first AC) · Tags: —
[diss_quack's solution](#)

519.

104990E

[Enchanted Labyrinth](#) · [Tutorial](#)

Rating: — · first AC: 2024-07-07 · C++17 (GCC 7-32) (first AC) · Tags: —
[diss_quack's solution](#)

520.

104990I

[Inspecting Spells](#) · [Tutorial](#)

Rating: — · first AC: 2024-07-07 · C++17 (GCC 7-32) (first AC) · Tags: —
[diss_quack's solution](#)

521.

104990F

[Friends Reunion at the Park](#) · [Tutorial](#)

Rating: — · first AC: 2024-07-07 · C++20 (GCC 13-64) (first AC) · Tags: —
[diss_quack's solution](#)

522.

104990H

[Hidden Textland Pattern](#) · [Tutorial](#)

Rating: — · first AC: 2024-07-07 · PyPy 3-64 (first AC) · Tags: —
[diss_quack's solution](#)

523.

104990G

[Gridtopia](#) · [Tutorial](#)

Rating: — · first AC: 2024-07-07 · C++20 (GCC 13-64) (first AC) · Tags: —
[diss_quack's solution](#)

524.

104990C

[Counting Relative Lists](#) · [Tutorial](#)

Rating: — · first AC: 2024-07-07 · C++20 (GCC 13-64) (first AC) · Tags: —
[diss_quack's solution](#)

525.

104990B

[Balindromes](#) · [Tutorial](#)

Rating: — · first AC: 2024-07-07 · PyPy 3-64 (first AC) · Tags: —
[diss_quack's solution](#)

526.

104990D

[Dynamic Park Pricing](#) · [Tutorial](#)

Rating: — · first AC: 2024-07-07 · PyPy 3-64 (first AC) · Tags: —
[diss_quack's solution](#)

527.

104990A

[Apartment Tycoon](#) · [Tutorial](#)

Rating: — · first AC: 2024-07-07 · C++20 (GCC 13-64) (first AC) · Tags: —
[diss_quack's solution](#)

528.

104619H

[Heap Structure](#) · [Tutorial](#)

Rating: — · first AC: 2024-06-29 · last AC: 2024-06-29 · C++20 (GCC 13-64) (first AC) · Tags: —
[diss_quack's solution](#)

529.

104619C

[Cutting into Monotone Increasing Sequence](#) · [Tutorial](#)

Rating: — · first AC: 2024-06-29 · C++20 (GCC 13-64) (first AC) · Tags: —
[diss_quack's solution](#)

530.

104619B

[Better Chance](#) · [Tutorial](#)

Rating: — · first AC: 2024-06-29 · C++20 (GCC 13-64) (first AC) · Tags: —
[diss_quack's solution](#)

531.

104619E

[Exponentiation](#) · [Tutorial](#)

Rating: — · first AC: 2024-06-29 · PyPy 3-64 (first AC) · Tags: —

[diss_quack's solution](#)

532.

104619L

[Location, Location, Location](#) · [Tutorial](#)

Rating: — · first AC: 2024-06-29 · C++20 (GCC 13-64) (first AC) · Tags: —

[diss_quack's solution](#)

533.

104619K

[Kick](#) · [Tutorial](#)

Rating: — · first AC: 2024-06-29 · C++17 (GCC 7-32) (first AC) · Tags: —

[diss_quack's solution](#)

534.

104619A

[Advance to Taoyuan Regional](#) · [Tutorial](#)

Rating: — · first AC: 2024-06-29 · C++20 (GCC 13-64) (first AC) · Tags: —

[diss_quack's solution](#)

535.

104619J

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